DALEKS
AUTONS
ZYGONS
ROBOTS
DAEMONS
CYBERMEN

THE VERY BEST OF DOCTOR WHO

A MARVEL SUMMER SPECIAL

45p

ARCHITECTS OF FEAR
THE MONSTERS OF DOCTOR WHO

THE U.N.I.T FILE
UNITED NATIONS INTELLIGENCE TASKFORCE

PLUS: TWO GREAT COMIC STRIPS

DOCTOR WHO SUMMER SPECIAL

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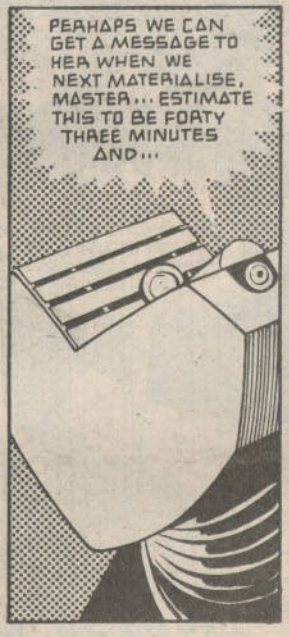
Stan Lee presents

DOCTOR WHO

TIMESLIP

PLOT: DEZ SKINN SCRIPT & ART: PAUL NEARY.

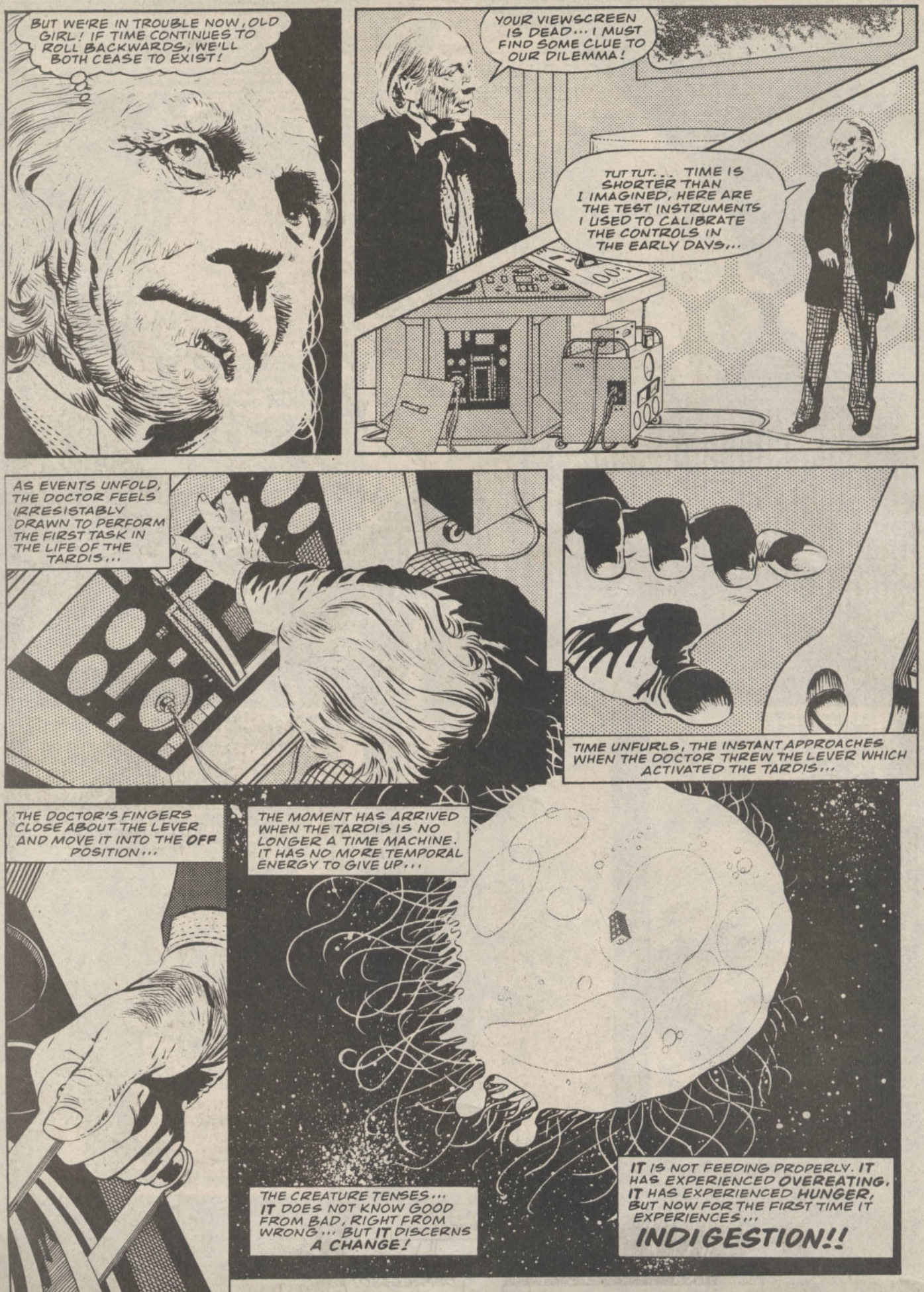


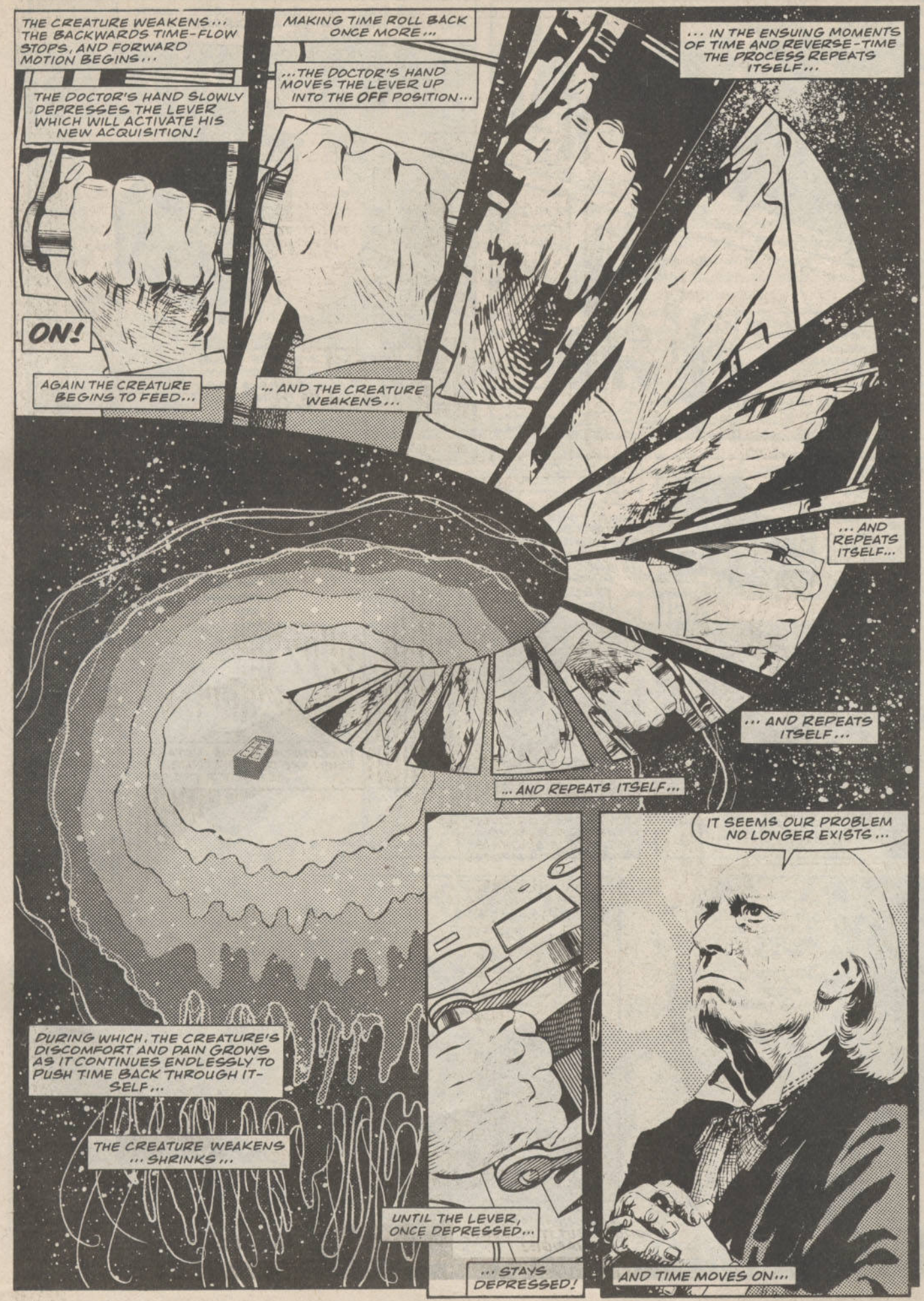
... SOMEWHERE IN DEEP SPACE! AND ACCORDING TO OUR INSTRUMENTS WE HAVE JUST UNDERGONE SOME SORT OF SLOWING DOWN OF TIME!
NATURALLY, MASTER... WE ARE MATERIALISING.
NO, OLD CHAP... I SENSE IT TO BE SOMETHING MORE THAN THAT...
TIME IS SLOWING DOWN BY OUTSIDE INFLUENCE!
AFFIRMATIVE, MASTER! IF THIS CONTINUES WE WILL MOVE BACKWARDS IN TIME!
! TIME IN BACKWARDS MOVE WILL WE CONTINUES THIS IF ! MASTER , AFFIRMATIVE
IT HAD DRIFTED INWARD FROM THE GALACTIC RIM, WHERE IT AND HORDES LIKE IT FEED MINDLESSLY ON THE GREAT REEFS OF TIME... WHERE DISTANT PAST AND FAR-FLUNG FUTURE BECOME ONE.
BUT IT WAS LOST AND WEAK AND HUNGRY, HUNGRY FOR TIME ENERGY.
AND SUDDENLY, UNEXPECTEDLY, CAREENING THROUGH THE VOID HAS COME... FOOD!

INSIDE THE TARDIS, THE DOCTOR AND K-9 KNOW NOTHING OF THEIR PLIGHT.
WHAT WAS THAT YOU SAID, K-9?
.MATERIALISING ARE WE MASTER, NATURALLY
MY GOODNESS, THE POOR LITTLE FELLOW! I THINK WINNING ALL THOSE GAMES HAS GONE TO HIS HEAD!
NO, TIME IS RUNNING BACKWARDS, AND WHILE MY BRAIN IS NOT AFFECTED, K-9'S ELECTRONIC IMPULSES HAVE BEEN REVERSED...
THE REVERSE TIME-FLOW ACCELERATES AS THE CREATURE EATS AT THE TIME ENERGY STORED IN THE TARDIS...
MY WORD... K-9'S... DISMANTLING?!?
... BECOMING COMPONENTS... WE'VE REACHED THE DAY HE WAS MADE!
THE CREATURE FEEDS AND TIME ROLLS BACK...
POOR K-9! JUST A POOL OF MOLTEN METAL!
WAIT! MY FACE! MY MIND MAY NOT BE AFFECTED, BUT MY BODY IS...
I'M GETTING YOUNGER!!
WELL, THIS IS ALL VERY INTRIGUING, BUT ONE DOES FEEL MOVED TO POSE THE QUESTION...
... WHERE WILL IT ALL END?
THE CREATURE FEEDS AND GROWS STRONG...
THE MISTS OF TIME ENGULF THE DOCTOR...
HE REELS... AND FEELS A FAMILIAR CHANGE APPROACHING...

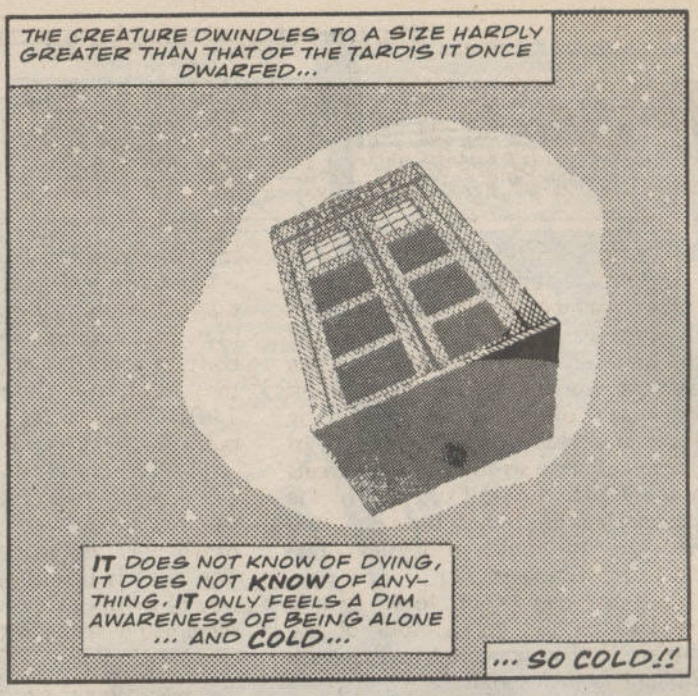
THE TRANSFORMATION OCCURS ... AND A DRUNKEN SPRAWL OF TORMENTED VISIONS SPIRAL PAST THE DOCTOR'S CONSCIOUSNESS ...
... OLD ADVERSARIES LOOM AND TAUNT, ONE TRANSFORMATION IS FOLLOWED BY THE NEXT, AGAINST A BACKDROP OF FEVERISH NIGHTMARE IMAGES!
CHANGING...
BECOMING THE DOCTOR I WAS...
... BEFORE... I'M NOT TRAVELLING IN TIME...
... I'M TRAVELLING BACK THROUGH MY OWN EXPERIENCES!!

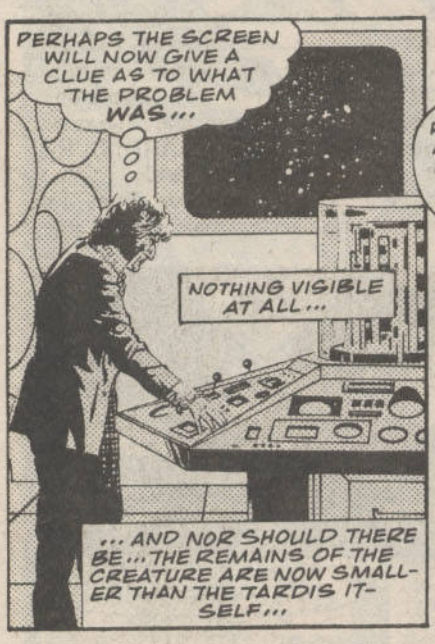
THE CREATURE GROWS STRONGER AND LARGER, WHILE EVERYTHING INSIDE THE TARDIS GROWS YOUNGER... INCLUDING THE DOCTOR, WHO HAS REGRESSED THROUGH SEVERAL OF HIS FORMER INCARNATIONS!
I MUST FIND OUT WHAT IS CAUSING THIS PHENOMENON OF TIME REVERSAL...
...BEFORE IT'S TOO LATE!
IF I DON'T ARREST THIS PROCESS, I MIGHT BECOME TOO YOUNG TO HELP MYSELF!
THE INSTRUMENT PANEL IS DEAD... IT SEEMS I'M HELPLESS TO DIVERT DISASTER!
MY TARDIS... IT'S YOUNG AGAIN... AS IT ONCE WAS...
...SHINY...
...NEW...
PLOT: DEZ SKINN SCRIPT + ART: PAUL NEARY


BUT WE'RE IN TROUBLE NOW, OLD GIRL! IF TIME CONTINUES TO ROLL BACKWARDS, WE'LL BOTH CEASE TO EXIST!
YOUR VIEWSCREEN IS DEAD... I MUST FIND SOME CLUE TO OUR DILEMMA!
TUT TUT... TIME IS SHORTER THAN I IMAGINED, HERE ARE THE TEST INSTRUMENTS I USED TO CALIBRATE THE CONTROLS IN THE EARLY DAYS...
AS EVENTS UNFOLD, THE DOCTOR FEELS IRRESISTABLY DRAWN TO PERFORM THE FIRST TASK IN THE LIFE OF THE TARDIS...
TIME UNFURLS, THE INSTANT APPROACHES WHEN THE DOCTOR THREW THE LEVER WHICH ACTIVATED THE TARDIS...
THE DOCTOR'S FINGERS CLOSE ABOUT THE LEVER AND MOVE IT INTO THE OFF POSITION...
THE MOMENT HAS ARRIVED WHEN THE TARDIS IS NO LONGER A TIME MACHINE. IT HAS NO MORE TEMPORAL ENERGY TO GIVE UP...
THE CREATURE TENSES... IT DOES NOT KNOW GOOD FROM BAD, RIGHT FROM WRONG... BUT IT DISCERNS A CHANGE!
IT IS NOT FEEDING PROPERLY. IT HAS EXPERIENCED OVEREATING. IT HAS EXPERIENCED HUNGER, BUT NOW FOR THE FIRST TIME IT EXPERIENCES...
INDIGESTION!!

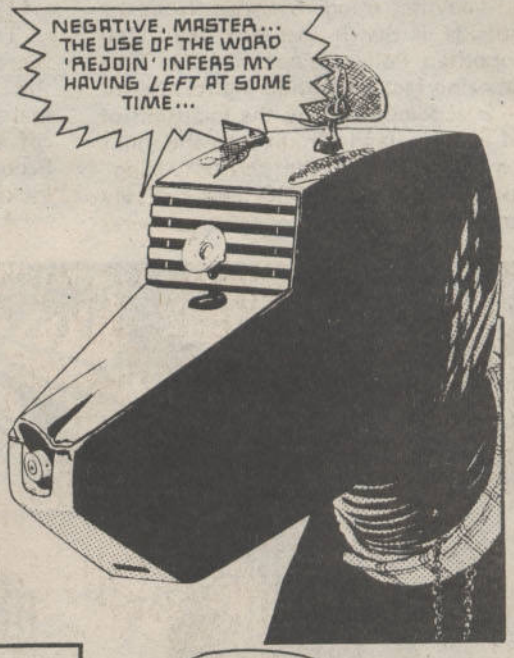

THE CREATURE WEAKENS... THE BACKWARDS TIME-FLOW STOPS, AND FORWARD MOTION BEGINS...
THE DOCTOR'S HAND SLOWLY DEPRESSES THE LEVER WHICH WILL ACTIVATE HIS NEW ACQUISITION!
ON!
AGAIN THE CREATURE BEGINS TO FEED...
MAKING TIME ROLL BACK ONCE MORE...
...THE DOCTOR'S HAND MOVES THE LEVER UP INTO THE OFF POSITION...
... AND THE CREATURE WEAKENS...
... IN THE ENSUING MOMENTS OF TIME AND REVERSE-TIME THE PROCESS REPEATS ITSELF...
... AND REPEATS ITSELF...
... AND REPEATS ITSELF...
... AND REPEATS ITSELF...
DURING WHICH, THE CREATURE'S DISCOMFORT AND PAIN GROWS AS IT CONTINUES ENDLESSLY TO PUSH TIME BACK THROUGH ITSELF...
THE CREATURE WEAKENS ... SHRINKS...
UNTIL THE LEVER, ONCE DEPRESSED...
... STAYS DEPRESSED!
IT SEEMS OUR PROBLEM NO LONGER EXISTS...
AND TIME MOVES ON...

THE CONSOLE... IT'S ALIVE ONCE MORE!
TIME WITHIN THE TARDIS MOVES ON, AND ONCE MORE, NOW FAMILIAR TRANSFORMATIONS TAKE PLACE...

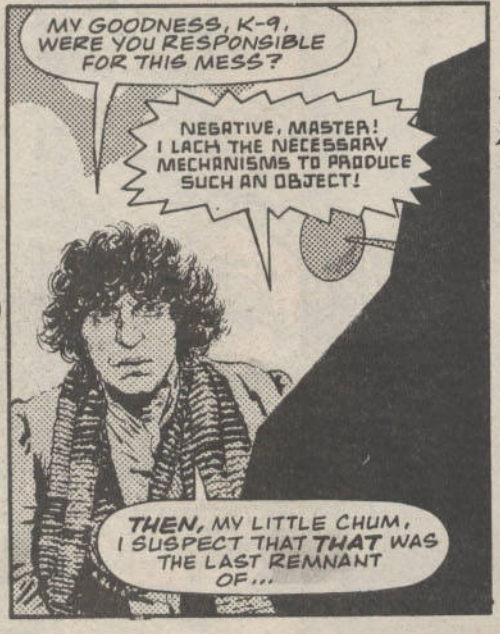

THE CREATURE DWINDLES TO A SIZE HARDLY GREATER THAN THAT OF THE TARDIS IT ONCE DWARFED...
IT DOES NOT KNOW OF DYING, IT DOES NOT KNOW OF ANYTHING. IT ONLY FEELS A DIM AWARENESS OF BEING ALONE ... AND COLD...
... SO COLD!!


PERHAPS THE SCREEN WILL NOW GIVE A CLUE AS TO WHAT THE PROBLEM WAS...
NOTHING VISIBLE AT ALL...
... AND NOR SHOULD THERE BE... THE REMAINS OF THE CREATURE ARE NOW SMALLER THAN THE TARDIS ITSELF...

AND INSIDE THE TARDIS ITSELF!
AHA! I SEE THE REDOUBTABLE K-9 IS ABOUT TO REJOIN US... I KEEP TELLING HIM HE SHOULD PULL HIMSELF TOGETHER!


NEGATIVE, MASTER... THE USE OF THE WORD 'REJOIN' INFERS MY HAVING LEFT AT SOME TIME...

BUT THAT'S JUST IT, OLD FELLOW... YOU DID LEAVE US AT SOME TIME...
FOR SOME TIME...
AND LATER, AT THE SAME TIME, YOU...
SQUE-E-LCH!


MY GOODNESS, K-9, WERE YOU RESPONSIBLE FOR THIS MESS?
NEGATIVE, MASTER! I LACK THE NECESSARY MECHANISMS TO PRODUCE SUCH AN OBJECT!
THEN, MY LITTLE CHUM, I SUSPECT THAT THAT WAS THE LAST REMNANT OF...

... OUR PROBLEM.
WHAT PROBLEM, MASTER?
WELL, ONCE K-9 ... IT WAS QUITE SOME PROBLEM, BUT NOW... WHY NOW IT'S JUST NOTHING AT ALL!

The start of a two-part feature, researched by Jeremy Bentham

INSIDE THE TARDIS Part One

The TARDIS is far more than just another Time-Space machine. In many ways it is the emblem of **Dr Who**, the gateway for traveller and viewer alike to see fabulous worlds and eras far beyond the reach of normal mortals. The dilapidated blue Police Box shell – of a type common to the London streets in the 1960s – gives little hint of the wonders to be found once we step over the threshold into that now-famous, gleaming interior.

Let us begin our look at the TARDIS with a guided tour of the ship as it first appeared in the early William Hartnell serials.

The first thing to notice, from the outside, is that it does look like a Metropolitan Police telephone box. This amazing fact – considering its interior – is accomplished by the inclusion of of a Chameleon Circuit into the ship's "wiring" (I use the term "wiring" loosely as the TARDIS does not rely on such out-dated concepts as wires for its electronic make-up). The Chameleon Circuit allows the TARDIS to scan a landing place before it materialises, and disguises the outside of the craft to look like artifact common to the world it is resting on. Thus the TARDIS can look like a rock, a computer bank, even a sedan chair. Or rather, it could if the device was working. Unfortunately for the Doctor, his ship has many faults, one of which is the Chameleon Mechanism. The last disguise it was able to adopt was of a Police Box, and as such it has remained over the last sixteen years.

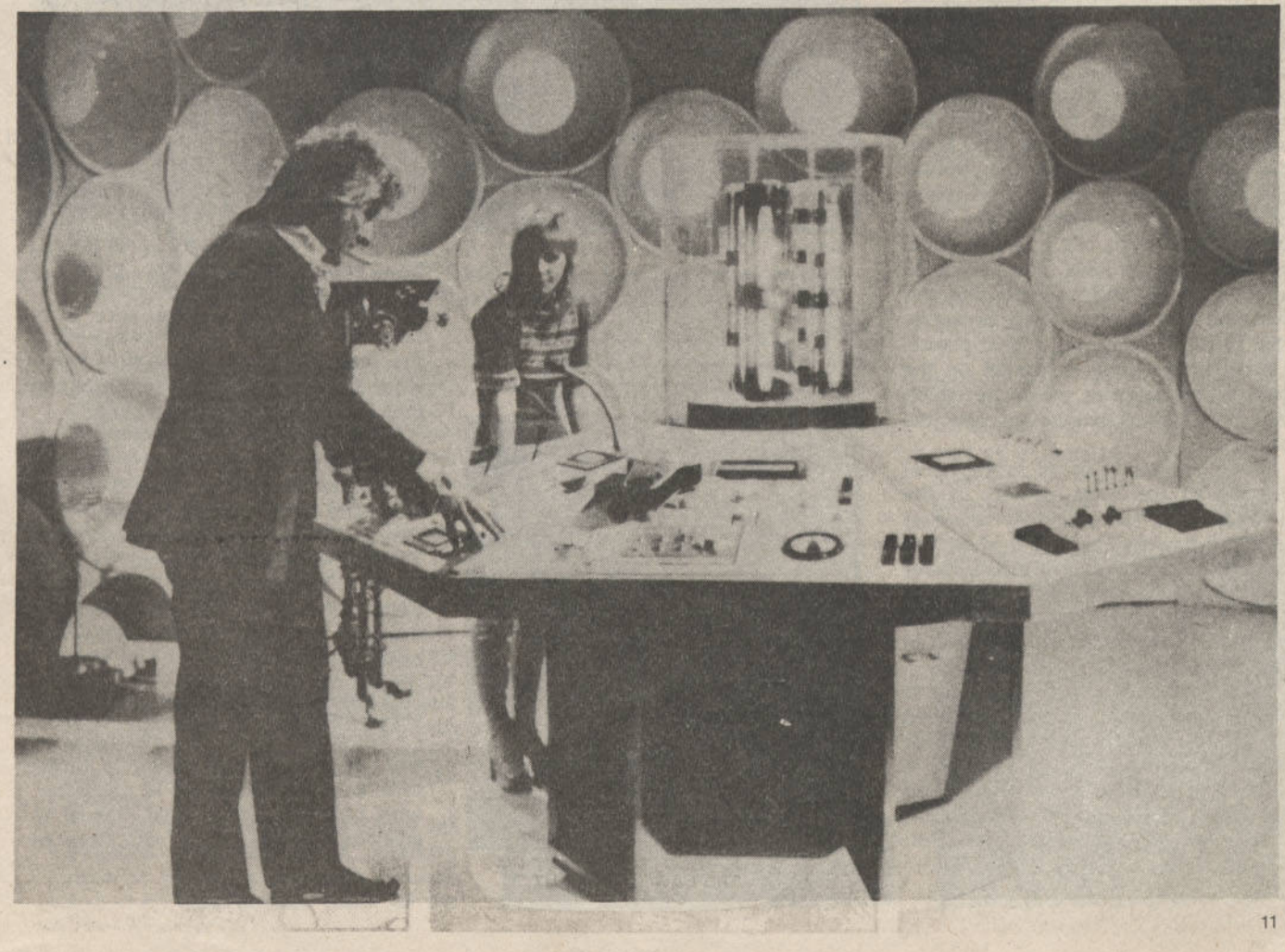
A SUPREME FEAT OF TEMPORAL ENGINEERING

To the curious observer, however, there are two clues which show that the TARDIS is different from a normal Police Box. Firstly, the ship gives off a faint but audible electrical hum. Secondly, its lock would baffle any locksmith on this planet.

Although the lock resembles a standard "Yale" device, it does incorporate an elaborate defence system. The key to the TARDIS must be telepathically attuned by the wearer to enable him to open the exterior doors. Any non-Time Lord trying to open the locked door with the key would find the mechanism jammed, thus foiling would-be intruders.

Any attempt to batter the doors down would be equally futile as the TARDIS is also indestructible. Sheer drops from cliff faces, even the fire power of the Daleks, all are useless against the ship's external strength.

We, however, have our own key, and, moving through the Police Box doors we instantly cross a dimensional bridge. Although the exterior "exists" in the real world, the interior is within a different, but relative dimension. Hence the title Time and Relative Dimensions in Space; TARDIS. Its true existence is outside time, fashioned by the supreme feats in temporal engineering mastered by the



old Time Lords. This engineering masterpiece also explains the first sight to greet new entrants to the TARDIS; the fact it is bigger on the inside than it is on the outside.

Phrases like "dimensionally transcendental" tend to mean little to the majority of the Doctor's companions, so he once tried to explain the theory to Leela using a clever analogy. He took two boxes, one much larger than the other and placed the large one several feet away from Leela. The smaller one he brought close to Leela's eyes, and then asked her which box appeared to her to be larger. Obviously the smaller one appeared larger as it was nearer. "Exactly" exclaimed the Doctor, "Now if you could keep that larger box over there, and yet still have it here, then the larger one would fit inside the smaller one. Temporal Physics, a key Time Lord discovery." Don't worry, Leela did not understand it either!

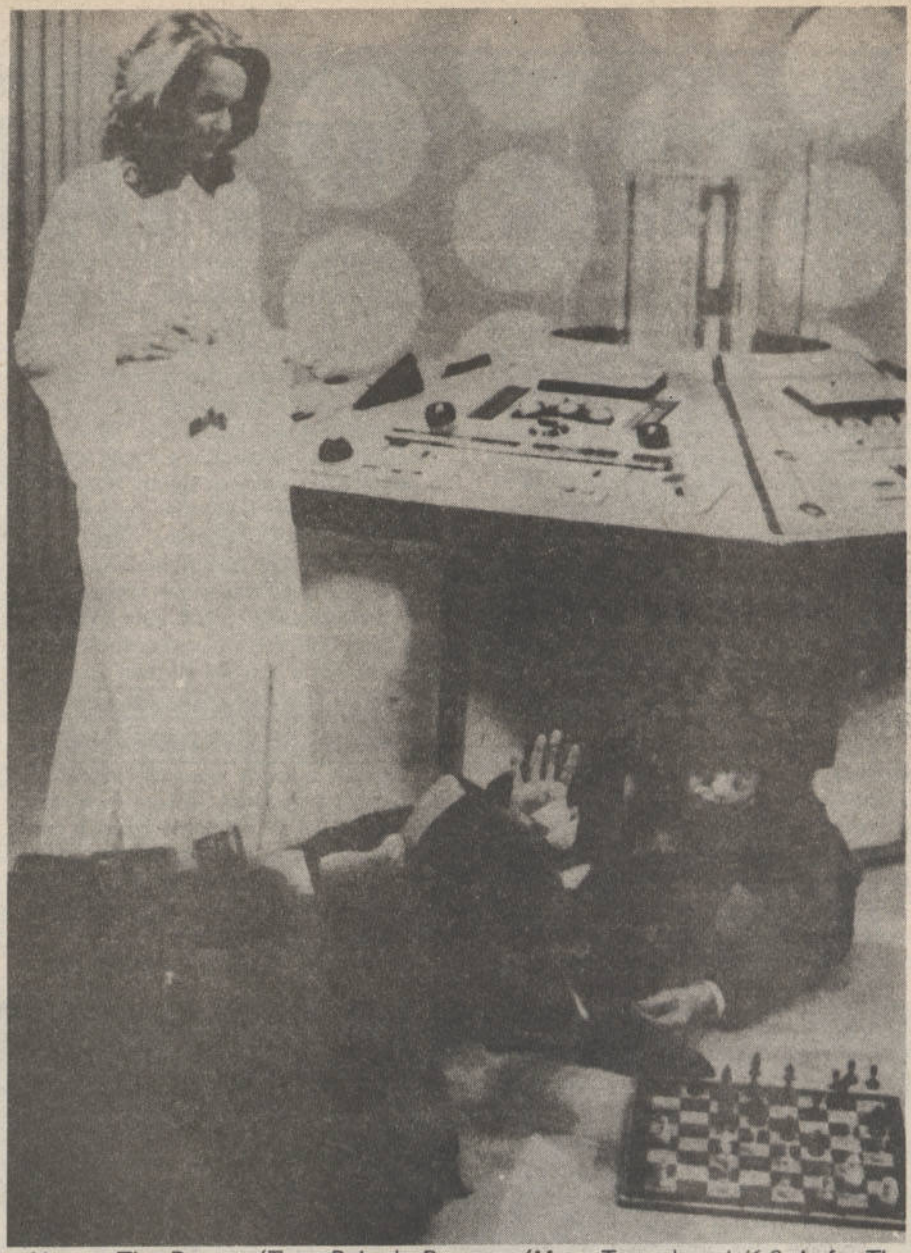
Accepting the notion, then, that the interior is very large, and once your eyes have accustomed themselves to the walls, patterned by serried ranks of sunken, circular designs, the next thing to notice is the central console itself.

JOURNEYING THROUGH INFINITY

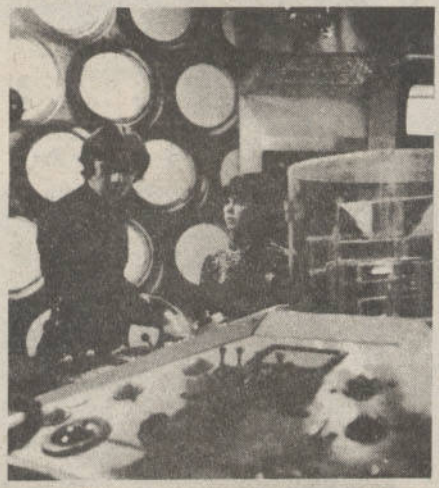
The six-sided control console is the heart of the TARDIS. From here, the ship's movement through Infinity and Eternity is governed. Each of the six panels on the console relates to different functions to do with the operating of the craft. One panel is for navigational readouts, another houses the guidance controls. A third relays to the ship's computers via the Telepathic Circuit link, and a further panel contains the switches and levers to operate all the various recording and scanning instruments, used whenever the TARDIS lands on a new planet. Opposite this panel, mounted on the wall, is the scanner screen by which the TARDIS occupants can view the outside.

Most important of all is the panel relating to the drive systems of the TARDIS. The master dematerialisation switch is mounted here, and when that is pulled back, it engages the power source of the ship and causes the exterior atoms to be dissolved from the "real" universe and re-assembled in the nothingness of the Time Vortex.

At the centre of the six panels is the glass column, technically referred to as The Time Rotor. The power which fuels the TARDIS' journeys is held beneath the Time Rotor and depending on the actions of the Rotor, the Doctor is able to obtain a full status report on what the ship is doing. If the Rotor is still, then the ship has materialised. If it is rising and falling, then the TARDIS is in flight. And, if the internal Rotor circuitry is revolving, then the TARDIS is obtaining data on its external environment.



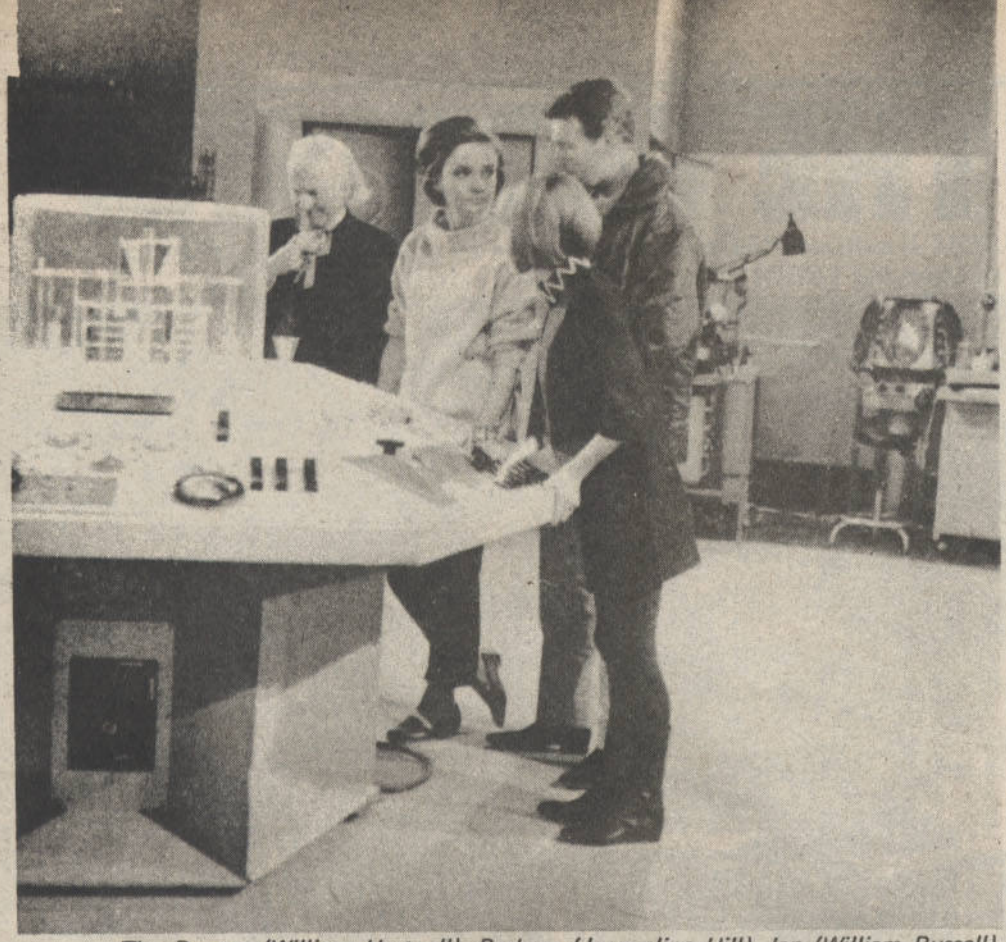
Above: *The Doctor (Tom Baker), Romana (Mary Tamm) and K-9.* Left: *The Doctor (John Pertwee) with Jo Grant (Kate Manning).* Below: *Jamie (Fraser Hines) and Zoe (Wendy Padbury).*



If all this seems very complicated to you, then spare a thought for the Doctor when he first stole this ship from the Time Lords. All the information the Doctor had on the TARDIS (in Gallifrey terms – a Type 40 T.T. Capsule) was a set of handwritten notes in his diary that he managed to acquire from observing other TARIDS pilots.

THE DOCTOR'S DILEMMA

To make it easier to understand, try and imagine yourself suddenly thrust into a room containing a computer, with only the operational manual to give you access to the vast store of



The Doctor (William Hartnell), Barbara (Jacqueline Hill), Ian (William Russell) and Vicki (Maureen O'Brien). Behind them is the Astral Map, a machine capable of projecting three-dimensional images of programmed star systems.

information and processes such a computer will house.

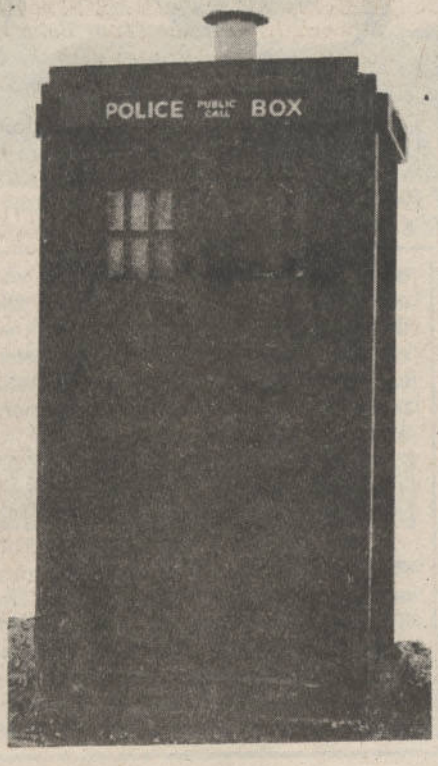
This was the dilemma facing the first Doctor when he and his granddaughter absconded from Gallifrey. He knew the switches to pull to fly the ship, but he lacked full understanding of all the systems to be able to guide the TARDIS accurately on planned voyages. He improved on this technique during his third, more mechanically-minded incarnation. He is still learning about the ship even now!

INTO THE FIFTH DIMENSION

To aid the Doctor, several other instruments in the Control Room may be used to plan trips in the fourth and fifth dimensions. The Astral Map can project three-dimensional images of programmed star systems. The Time Path Indicator gives read-outs of relative positions in the Time Vortex. And just to complete the picture, the first Doctor also liked to clutter the control room with pieces of antique bric-a-brac among which is a working Ormulu Clock, for those worried about the passage of Time in the TARDIS.

When the Time Lords designed the TARDIS machines, they intended them to be used as travelling research and study laboratories, hence all the creature comforts were built into them. Just off the main control room is the dormitory section, where couch-like beds can be swung down from the walls. Even Time Lords have been known to seek the benefits of sleep every so often.

In another alcove stands the food machine. Although not dissimilar in size and shape to a petrol pump, this machine can in fact manufacture a variety of dishes that would do justice to any restaurant on Earth. It works on the principle that tastes, like colours, can be infinitely blended, if one has the correct primary basics to start with.



Another doorway leads off the main control room which takes one to all the other rooms, levels, corridors and alcoves in the vast, sprawling vessel.

The Power Room is an area where the Doctor can monitor the functioning of the energies which drive the ship.

BEHIND POLICE BOX DOORS

The Wardrobe the TARDIS houses is truly impressive. Select any time on any planet, and chances are you would find something suitable to wear amid the extensive racks lining this area.

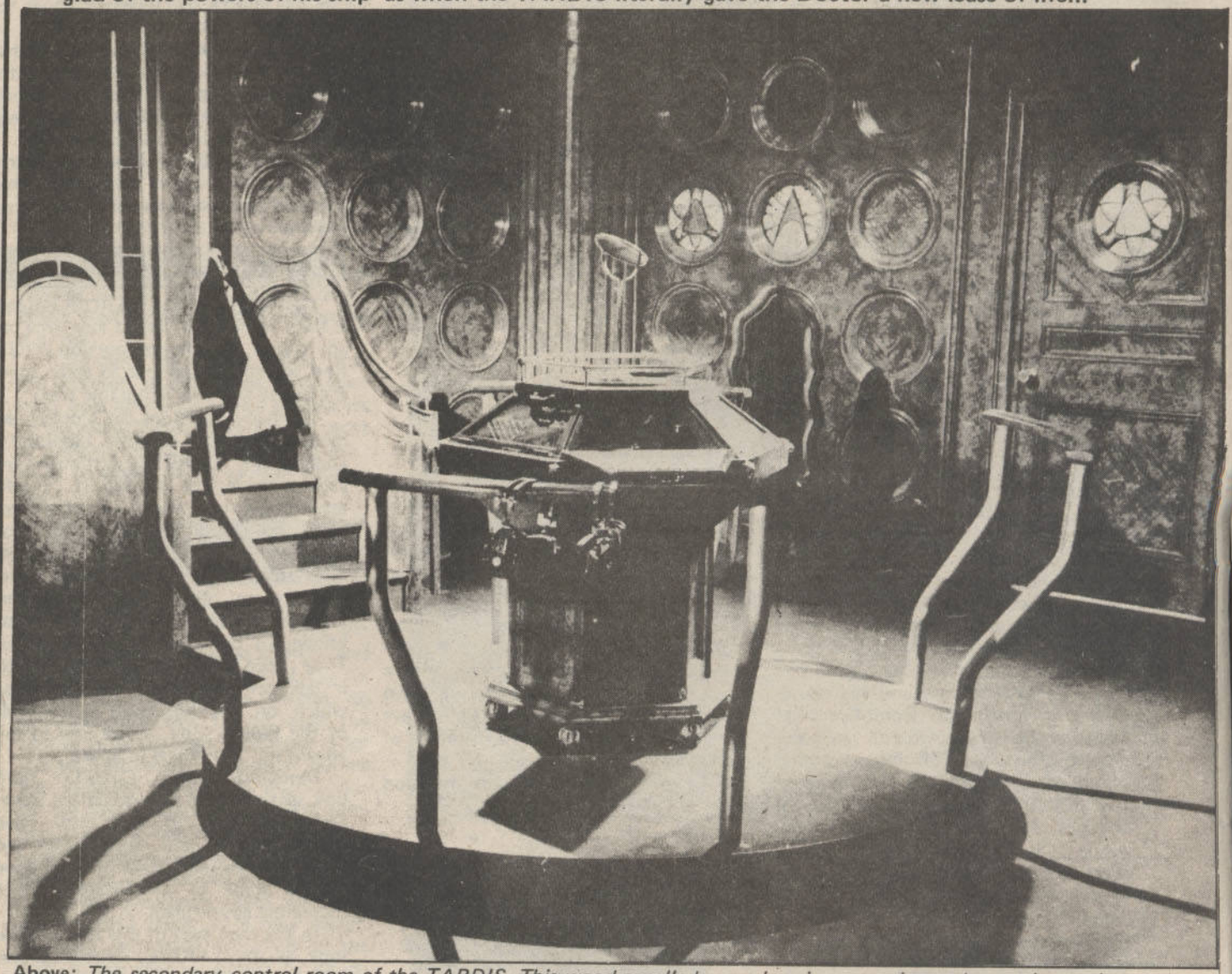
On many occasions the Doctor has made reference to the laboratory aboard the TARDIS. Although we viewers have yet to see it, a safe assumption is, that this would be where the Doctor effects the constant repairs needed to keep the old TARDIS in fully working order. For, just like any other pieces of complex machinery, the TARDIS has been known to break down – thoughtful Time Lord engineers even saw fit to install an emergency escape door which, on this ship, leads to the back of the Police Box, as we saw in the adventure 'The Wheel in Space'.

Dematerialisation Circuits, fluid link section, even the Interstitial Beam Synthesiser, all in their time have needed repair, and quite often the tasks of repairing faulty devices have led to some of the Doctor's more incredible adventures!

In the next part of this two-episode look at the TARDIS, Gordon Blows will be receiving some of the bizarre instances involving the TARDIS, as well as unearthing a few more of the discoveries hidden behind those deceptive Police Box doors. Don't miss it!

INSIDE THE TARDIS Part Two

It goes without saying that the TARDIS is indispensible to the Doctor. Yet he could never have been so glad of the powers of his ship as when the TARDIS literally gave the Doctor a new lease of life...



Above: *The secondary control room of the TARDIS. This wood-panelled room housing an antiquated central console was first seen in the* **Dr Who** *adventure "Masque of Mandragora."*

The first Doctor lay unconscious on the floor of his ship. He was alone and dying, too weak to summon help, even if anyone was capable of aiding him.

You see, a Time Lord needs to renew his body structure at periodic intervals, because of the almost indefinite period of his life-span. The first Doctor should have swapped his present body for a "newer model" long before. Because he had grown so fond of this form, he had allowed his body to run well beyond its limits. It was now too late – his body's mechanism had ceased to function, and the Doctor had run out of time!

Suddenly, deep within the circuits of the TARDIS, a mechanism was activated. The prostrate form of the Doctor was transformed into an entirely different figure. The ever-watchful TARDIS had jolted its helpless master into his second incarnation, and saved him from oblivion.

ENGULFED BY MOLTEN LAVA

Since that time, the Doctor and his ship shared an almost mystical communication. It was almost as if the TARDIS was a thinking entity, rather than a machine, attuned to the thoughts of its master. As the second Doctor discovered further secrets of the workings of his ship, the TARDIS itself seemed to adopt his eccentric manner of behaviour, carrying him to stranger locations in time and space. This was partly due to the simple fact that the Doctor himself was not skilled at the controls, but also due to the fact that the machine was indeed reacting to its master's chaotic thought-patterns, being telepathically attuned to his mind.

A crucial mechanism of the TARDIS is the circuit which stops the ship from materialising in a location which puts the Doctor in imminent danger. It would be fatal, for example, if the ship were to materialise in solid rock, or in the heart of a burning sun. However, this mechanism seriously

malfunctioned when the TARDIS materialised on the surface of the sea, and later was engulfed by molten lava! On this occasion, the lava was so hot that the ship's heat shield proved unable to cope, and the Doctor was reluctantly forced to activate what he called the "Emergency Unit". This device plunged the ship out of time and space as we perceive it, into a dimension which the Doctor could only describe as "nowhere". In this strange place, the Doctor's companions succumbed to the influence of an alien mind-force. Later, the Doctor himself fell victim to its influence. When this happened, the TARDIS appeared to disintegrate, and it was only when the force was destroyed that the ship re-assembled itself and the time travellers were able to escape.

Of course, if the safety mechanism of the ship were fully operational, then the TARDIS would never lead the Doctor into danger, and he would never have adventures at all!

A LETHAL DOSE OF RADIATION

The Time Lords finally caught up with the Doctor, and exiled him to Earth. To stop him from escaping and to limit his powers, they reduced the size of the TARDIS and erased from his memory all knowledge of the ship's dematerialisation codes. It was thus impossible for the Doctor to operate his ship.

During his exile, the Doctor decided to thoroughly examine the workings of the TARDIS, to re-discover how to operate it and to thus escape the control of the Time Lords. In doing so, he gave the ship a much needed overhaul, and repaired the faulty circuits which had caused so much trouble in the past. Yet the Doctor grew so accustomed to his exile, and to working in his laboratory on Earth, that he lost the urge to travel in time and space. When the Time Lords freed him, the Doctor still neglected to use his trusty ship.

An accident on Metebellis Three changed all that, however. A near lethal dose of radiation forced the Doctor to change his body structure yet again. In his next incarnation, the Doctor was as fond of wandering across the universe as he had previously been, and he made the TARDIS his home once more.

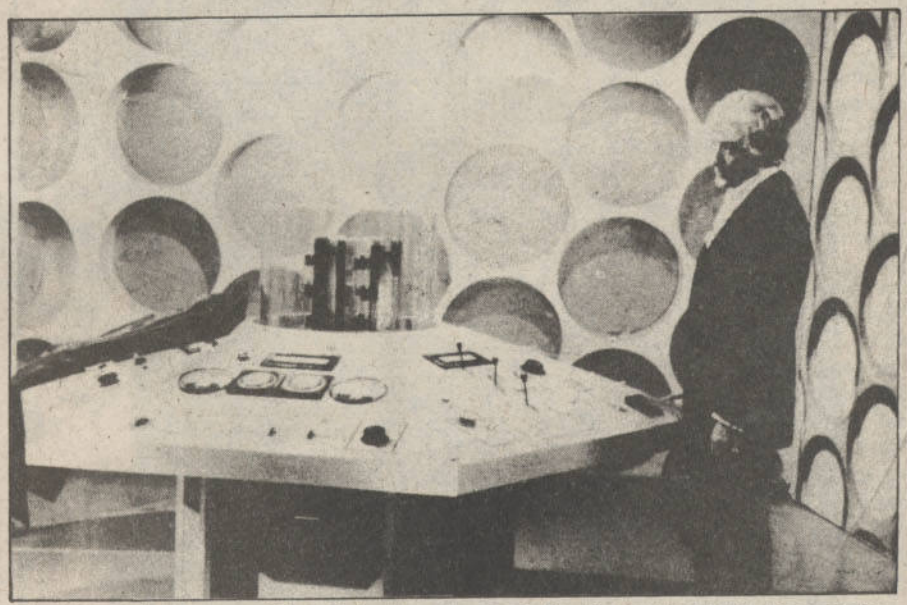
The first thing the Doctor did was to modify the interior of the ship, beginning with the central console itself. Whilst looking over the ship, he found a secondary control room. The wood-panelled room housed an antiquated central console, with wooden flaps which lifted to display the array of controls. The entire unit resembled something out of a Jules Verne story, rather than the familiar futuristic lines of the sophisticated time-space vehicle!

DEEP WITHIN THE TARDIS

In addition to the telepathic powers which the ship possesses, the TARDIS also has laws governing the behaviour of its occupants. When the Kastrian, Eldred, boarded the TARDIS, attempting to blast the Doctor's mind, a surprise was in store for him. His mind-rays were useless, because, as the Doctor explained, everyone inside the TARDIS was in a state of temporal grace. This meant that any violent or harmful act was impossible within the confines of the ship.

During a confrontation with the Sontarans on Gallifrey, the Doctor was forced to retreat deep into the recesses of the ship, with his enemies in pursuit. To the savage Sontarans, the ship seemed infinite, and they discovered a bathroom the size of a swimming pool, a large workshop, and even a greenhouse containing carniverous cactus plants!

Over the centuries the Doctor has come to learn more and more about the workings of the TARDIS. Yet Romana was horrified to find that he was not observing the correct safety

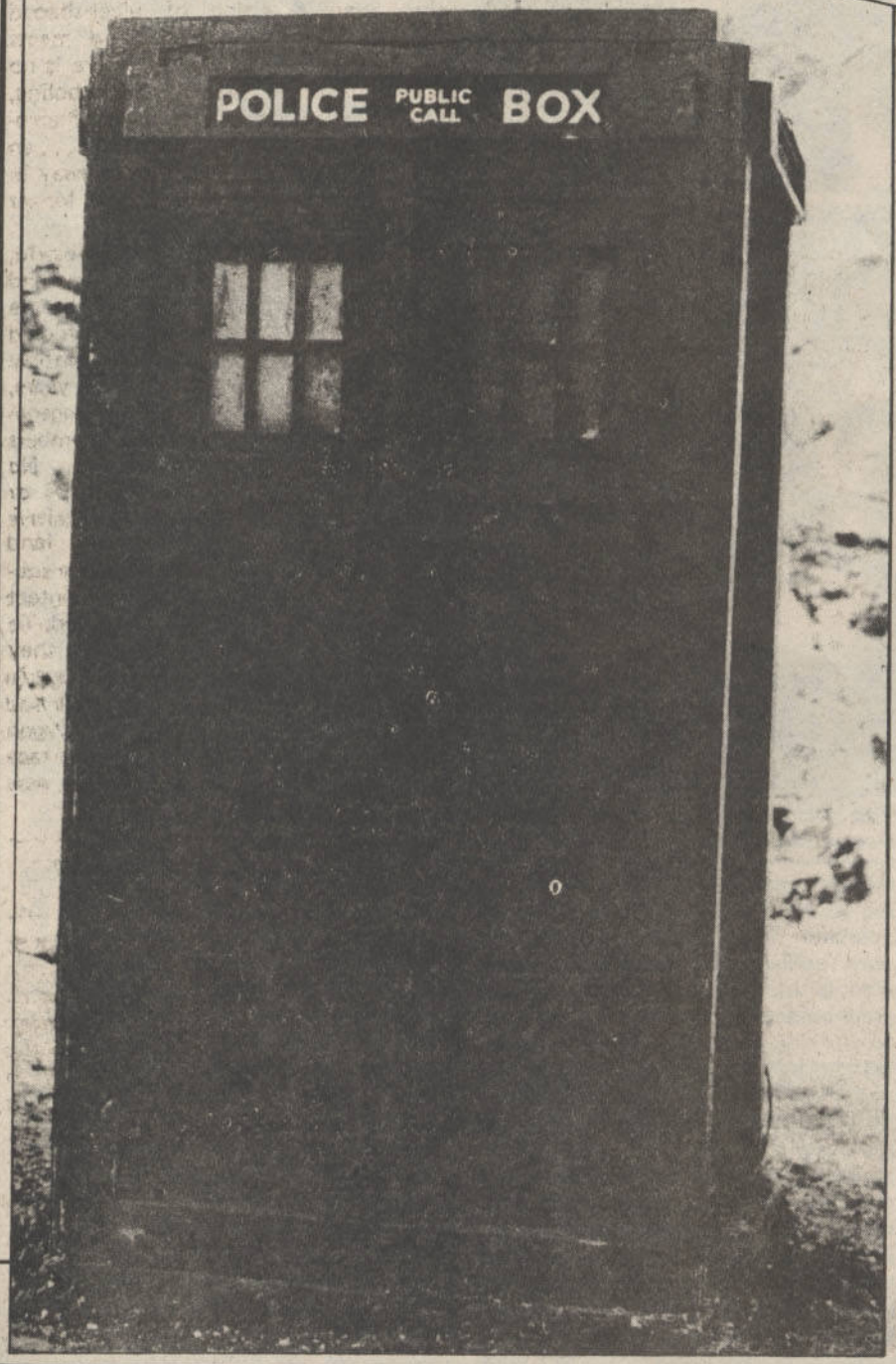


Top left: *The Doctor (Tom Baker) and a partially dismantled K-9.* **Above:** *The Doctor (Jon Pertwee) in the control room of the TARDIS.*

procedures for flight. She learnt from the original TARDIS manual that the Doctor kept forgetting to use these methods. In their earlier adventures, the pair would take it in turn to materialise the ship, and Romana's method, if slower than the Doctor's, certainly produced the smoother landing!

In the quest for the Key of Time, the Doctor modified the locking mechanisms to increase security on board the TARDIS. This meant that the ship could only be opened when both he and Romana were standing on the threshold. Consequently, not even an all-powerful Guardian is able to enter the TARDIS unless the Doctor grants his permission.

Right: *The Doctor (Tom Baker) with Romana (Mary Tamm).*
Below: *The exterior of the TARDIS.*



Although the TARDIS is now fully operational, it still carries the Doctor and Romana to unexpected destinations. This is because of a device called the radomiser. After his battle with the Black Guardian, the Doctor installed this unit so that it would be impossible for his enemy to follow him or predict his destination. If the Doctor himself didn't know where he was going, then how could his foes possibly find out?

ACROSS THE UNIVERSE.

And so, barring a few modifications, the TARDIS of today remains basically the same as the first Doctor's model. It will continue to carry the Doctor and Romana to strange and exotic locations all over the universe, where they will encounter new adventures. And, for as long as the Doctor must evade the forces of the Black Guardian, there is no way of predicting where the TARDIS will carry them next!

THE MONSTERS OF DOCTOR WHO

One of the great mysteries of our time is the strange, appearance of a large creature which is reputed to live in a Scottish loch – the Loch Ness Monster! For the Doctor and his companions, discovery of the monster also meant the emergence of a centuries-old mission by alien beings aboard a **living** *spaceship! Aliens from a highly advanced technological society; aliens that had created a half flesh, half robot underwater beast; aliens that could assume the shape of humans . . .*

Right: *A Zygon, member of an alien race, living in the depths of Loch Ness whilst they plan to take over the Earth.*

Armed with stinging, electrically charged claws, a Zygon is a squat and powerful figure about five foot tall. They have arms and feet, but no further physical resemblance can be made between man and Zygon. Its green-orange skin hangs slug-like on its bloated body. It has two wicked, bloodthirsty eyes and a slight but deep puckered mouth. Along the length of its spine runs a string of ulcer-shaped nodules. The high-domed head meets directly into a huge body – there is no indication of a neck. Its bubbling, gurgling voice carries the note of arrogance that is a trait of its ancestry . . . an ancestry on a planet light years away in space. A planet that, now, no longer exists.

Voyaging out from their home world, the Zygon spaceship under the command of War Lord Broton, was damaged by the Solar System's Asteroid Belt, and forced to land in mid-seventeenth century Scotland, Earth. Over the long years, their strange organic spaceship regenerated while its Zygon crew members regained their former strength. No attempt was made to communicate or interfere with the apparently primitive humanoids that inhabited the land masses of the planet. Eventually, the subspace communicator regrew and contact with their home world was attempted. To the horror of Broton and his party, they learned from another Zygon vessel out in space, of the stellar explosion that had destroyed their world. Many such Zygon vessels carrying the survivors of the race now littered the universe seeking a new home!

THE ULTIMATE WEAPON AGAINST MANKIND!

Realising that his was the only grounded Zygon ship Broton formed his plan. Earth would be made his, and for all the survivors of his race! If he succeeded he would rule over his own kind *and* the natural inhabitants of Earth. Intending to call the Zygon fleet to Earth once his plan had been successfully executed, Broton began building up his armed force . . .

On their home world the Zygons had been dependent on the milk of a huge, benevolent sea creature, the Skarasen. Releasing one of the monsters in embryo form into the Loch in which the Zygon ship had splashed down, Broton watched

THE ZYGONS

as the Skarasen was reared and altered so that it could be controlled for his destructive purposes. The creature was a hybrid creation, half animal, half machine, swimming aimlessly in Loch Ness until called upon by its Zygon masters. Then, it would speed to its target, a fierce head rearing up on an immensely long neck from a huge body. Two pairs of flippers propelled the lumbering amphibian from either end of its hulking torso, and swishing wildly at its rear, a flat, powerful tail. Broton recognised this, quite deservedly, as his ultimate weapon against mankind!

By the time the Skarasen hybrid was fully grown, mankind had advanced into the twentieth century. For all this time, the Zygons had concealed themselves within the Loch despite the constant threat of discovery of their Skarasen.

'THE THREAT TO THE HUMAN RACE COULD NOT HAVE BEEN GREATER!'

Lonely humans wandering the nearby moor of Tulloch would become victims of the creature when its guidance system was being tested late into the night and slowly, a myth evolved about the mysterious monster. Meanwhile, Broton's plans had been progressing and now he was all but ready to release the Skarasen on the fleets of the world!

Once the humans had been reduced to little more than his slave labour forces, he would begin to restructure Earth so that it would make a suitable home for the wandering Zygon race. He planned to destroy the polar ice caps, raise the

Above: *The Doctor (Tom Baker) in the hands of the Zygons in a scene from episode one of* **Terror of the Zygons.**

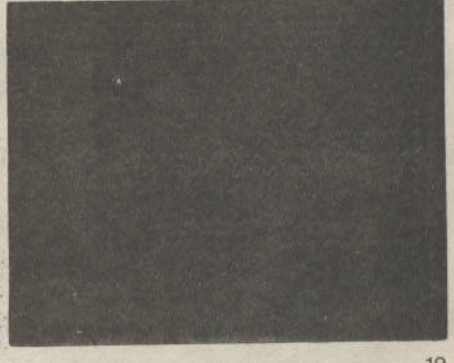
Above: *The Doctor (Tom Baker) is stung by a Zygon in episode three of* **Terror of the Zygons.**

mean temperature by several degrees and construct thousands of lakes with the correct mineral elements for breeding more of their life-maintaining Skarasens. Earth would become the Zygon world! With Zygon technology all this was possible. The threat to the human race could not have been greater!

By the time Brigadier Lethbridge Stewart and UNIT had been assigned to investigate the recurring attacks upon off-shore oil-rigs, Broton's Zygons were already using their advanced science to take body-prints of human beings, so being able to remodel themselves in the form of their victims by a transmutation process. Unfortunately for Broton, this copying effect was not permanent and the Zygons had to hold captive the humans that they required for continuous substitution, reprocessing themselves on the humans whenever the effect wore off.

When the Doctor was taken aboard the living, pulsating ship of the Zygons, he was able to free all the Zygon's prisoners, a breakout which distracted the aliens long enough for him to attack the control source, destroying the fibrous structure of the vessel by activating the self-destruct button. The Zygon scientists had been so anxious to protect their supreme technology from any other life form that the self-destructor was a required instrument aboard all their vessels.

Released from Zygon control, the Skarasen returned to its benevolent self and is now believed to be the occupier, once more, of Loch Ness, leading a lonely life avoiding the many humans that continue to try and prove its existence!



ARCHITECTS OF FEAR

If **Doctor Who** has never at least once filled you with unreasoning terror then you have missed out on an important aspect of its appeal. Right from the show's early beginnings in 1963 it has had an ability to frighten what BBC announcers used to call "those of nervous and sensitive dispositions". And why not?

Since **Doctor Who** has been on the air, eminent psychologists and psychiatrists have taken up television and press space with attempts to analyse just what quality **Doctor Who** possesses that often made it so frightening.

Recently, the producers of the series, have treated viewers to the more traditional and compelling objects of fear. In Andrew Smith's *Full Circle* a swarm of crab spiders savagely attacked the Doctor's female companion, Romana. History repeats itself.

Six years ago, Robert Sloman's "Planet of the Spiders" drew a storm of protest from the self-appointed Watchdog committee *The National Viewers and Listeners Association*. They argued that since the fear of spiders was such a common dread it was irresponsible of the BBC to allow transmission of a story that so graphically displayed a race of very large spiders with the frequent habit of leaping onto the backs of their unfortunate victims. The spiders seen in that story were creations of the Visual Effects Department and it is ironic that the then producer, Barry Letts, had already turned down one spider design by Ian Scoones on the grounds it was too realistic for comfort . . . Despite the fact that a less realistic model was eventually used many Arachnaphobes complained to the BBC. What then will be the public's reaction to the "Full Circle" spiders who made even the famous scuttling creatures in the *Zanti Misfits* episode of **The Outer Limits** seem tame by comparison?

And, as if spiders were not enough, Terrance Dicks' subsequent serial, *State of Decay*, then proceeded to startle the wits out of those with a fear of bats. X-rated vampire films including the many Dracula movies from Hammer were one o of the stock cinema fillers of the late 1950's and 1960's. X-rated films for adults are one thing, while vampires presented for children on **Doctor Who** is surely another? A televisual evil to be avoided? Not necessarily. In their attempts to answer the question "what makes **Doctor Who** frightening?", the Production Office itself has instigated several surveys of its own. The findings from a major enquiry conducted in 1973 confirmed the theory that there was nothing basically wrong with the philosophy of making **Doctor Who** frightening, provided that the fear element contained in the programme was of a suitably fantastic nature.

Explaining this more comprehensively in an interview for **Nationwide**, Terrance Dicks defined the difference between fantastic and realistic fear. The former could be provided, say, by an Ice Warrior. These scaly, green reptilian aliens sent children scurrying for safety behind the sofa by virtue of their monstrous appearance. Yet once the episode was finished the terror would generally dissipate as the comforts of the real world asserted themselves again. Few children would seriously fear the idea of an Ice Warrior hiding under the bed, so what terror the programme could provide would only hold strength for as long as the episode was on screen. Ice Warriors do not, as a rule, inbabit suburban houses – there is virtually no chance of running into one – no matter how dark the night!

A grave error of judgement which both Barry Letts and Terrance Dicks admit to was the

screening, in 1971, of the Robert Holmes story *Terror of the Autons*. This infamous story featured plastic flowers that fired a deadly suffocating plastic film at their victims! Also featured were Auton policemen with guns in their wrists, inflatable armchairs that could collapse and smother their occupants, and a deadly teddy bear with a cute line in strangulation! This serial did badly frighten many youngsters, principally because it showed reassuring objects found in the home as deadly alien artifacts . . .

The incident thought the production team to keep frightening subject matter in a fantasy context or, alternatively, if that cannot be achieved, at least put it in a suitably unfamiliar location.

All this, however, skirts around the very basic questions, of what makes **Doctor Who** frightening, and why does it attract such large audiences, when parents know what their children run the risk of being scared witless by its content?

These are difficult questions to answer. On a purely personal note this author remembers all too well peeping through shuttered fingers at the first episode of the 1963 Dalek story. It was pure Hitchcock in its formula. First, take a definitively normal person, in this case a school teacher. Secondly, strand her on an alien planet light years from the comforts of Earth. Thirdly, have her lost inside a maze-like metal city, and lastly, give the viewer the impression that some nameless monstrosity is remorselessly following her through the echoing corridors. The mere ingredients were enough, but when, in the final moment, Barbara Wright spun round and screamed in terror at something only she could see, the effect was like a cardiac arrest on viewers young and old alike!

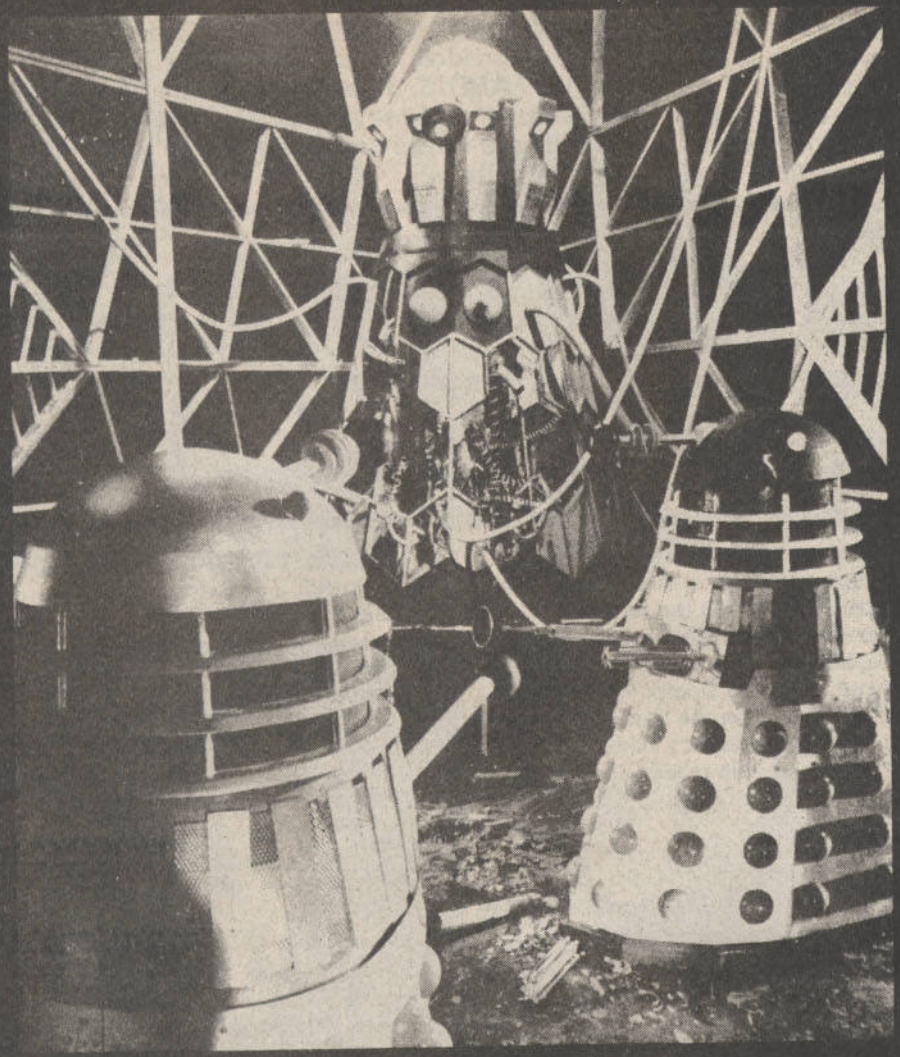
Strangely, although the episode did scare me more than any television programme before then had ever done, there was no way I was going to miss the next week's episode. And it is this curious conflict of interests that forms part of the so-called **Doctor Who** magic; to be frightened and then to masochistically want to go back and be frightened again by the following installment!

Some of this fascination can be traced to the old factor of human curiosity. **Doctor Who** relies a lot on the audience suspending their disbelief. The stories are outside the scope of reality, true, but if they are done well then the television screen becomes a window – a window onto other worlds, other times where creatures beyond imagination run riot.

Do the protests at the horror of **Doctor Who** stem from adults disturbed on their child's behalf . . . or the children themselves?

The Doctor's companion Leela, ably portrayed by actress Louise Jameson, came in for much criticism from anxious parents worried by her reliance on a long-bladed knife. They felt that Leela's use of a knife would encourage youngsters to take up similar implements. By contrast, the children themselves were very glad that Leela had a means to defend herself against the likes of murderous Voc Robots and deadly Chinese mannequins and no protests at all were heard from that quarter!

The Daleks are the opposite case in point. Even today, seventeen years after their debut, they still hold a morbid fascination for younger audeinces, but talk to most adults and they frankly cannot understand what all the fuss is about. How can anyone grow to fear motorised dustbins with gravelly voices and a



singular inability to negotiate stairs and other obvious means of escape? Those who grew up with the Daleks know the answer . . . So vividly did the early series build up the myth of the Daleks as unspeakable mutations; pulsating organisms of pure hate, living within their metal machines, that fear was a very logical response to them. By luck and good management the BBC designers responsible for the Daleks hit on a winning combination in their construction of the Dalek casing. Unlike virtually every other television monster, the Daleks did not look like men in rubber suits. They were totally alien with no legs, no visible head and instead a squat metal shell with a single lens-eye and a gun capable of causing an agonising death!

The Daleks were intelligent. Later attempts to build similar monsters failed because the creatures were just mindlesss robots. The Mechanoids, the Chumblies and the Quarks were all basic variations of the same. The Daleks scored an instant impression because they exhibited reason and would often be seen talking amongst themselves. K-9 succeeded here too because the script writers have given him a virtually human personality. An audience can readily find interest in him and hence something with which they can identify. K 9 is not terrifying but nevertheless, horrifying situations can be built around him like the scene in *The Armageddon Factor* where the little cannine computer is relentlessly carried along a conveyor belt into a blast furnace!

Doctor Who is not concerned with bionic men or superheroes, but with the possible exception of K-9, **Doctor Who** is still about mortal beings with human frailties battling powerful alien life forms. Even then the Doctor is a character whose wits not physical abilities carry him through. Thus we, as an audience, can become unseen companions, sharing and identifying with their perils of the characters because neither the Doctor nor his assistants are immortal, and, as *The Dalek Master Plan* story demonstrated, even companions can die . . .

The youngsters interviewed on the BBC2 documentary **Whose Doctor Who** cited the Egyptian mummies from *Pyramids of Mars* as causes of particularly frightening moments. When *The Daemons* was first shown in the United States, several years ago, many were alarmed by the ultimate appearance of the horned beast Azal. *Tomb of the Cybermen* brought fiery scenes to the BBC programme **Talkback**, when mothers slated script editor Gerry Davis for allowing the graphic shots of a Cybermen being disembowelled on screen. And, at a recent showing of the Hartnell story *Beyond the Sun*", a woman in her mid-twenties admitted to going cold with terror when a demented Susan Foreman menaced Barbara Wright with a pair of scissors.

Doctor Who has a tradition of showing monsters, and these by definition are usually mis-shapen creatures of great wickedness and powerful intent.

Fear is an unpredictable emotion and what may frighten a certain individual may leave another totally unmoved. But are there any certain elements used which are universally terrifying? If you have found anything in **Doctor Who** particularly frightening over the past number of years drop a line to *Who Cares* and maybe we will be able to provide a definitive answer to the question, what makes **Doctor Who** frightening?

From a junkyard in Totters Lane to the fantastic world of *Logopolis* the Doctor has found himself constantly in the company of fellow travellers as he journeys the corridors of Time and Space. Some of them have been his companions in flights aboard the magical ship TARDIS, others have assisted him in his adventures on the planet Earth. This month we look at the full roster of those assistants and companions ranging from 1963 up to the beginning of this season. The current and future line-up we will be examining in future editions of Doctor Who Monthly.

THE COMPANIONS OF THE DOCTOR

There are, of course, many opinions of who is and who is not a companion or assistant of the Doctor. In compiling this roster the actors and actresses mentioned have had to satisfy two of three requirements. They must either have journeyed in the TARDIS for one or more voyage, or they must have spanned more than one consecutive story, or they must have been credited in the press as being a companion/assistant of the Doctor.

SUSAN FOREMAN: *played by Carole Ann Ford, 1963-1964; An Unearthly Child – The Dalek Invasion of Earth.*

The Doctor's grand-daughter and the first of his companions by virtue of the fact she arrived with him to the London of 1963 where we first met the strange old man.

Supposedly she left with the Doctor when he absconded from his own world many years before we joined his travels. Her age was never specified although her manner and appearance at the beginning were those of a 15-year old schoolgirl.

Susan was a strange amalgam of futuristic intelligence and teenage temperament and as the series progressed it gradually became all-too-apparent that she was growing up. In the end it was the Doctor who decided she should stay on the Earth of the 22nd Century to marry David Campbell and help rebuild the world shattered by the Daleks.

BARBARA WRIGHT: *played by Jacqueline Hill, 1963-64; An Unearthly Child – The Chase.*

So far Barbara has been the oldest of the Doctor's female companions, assumed to be somewhere in her early-to-mid thirties. She was a teacher at Coal Hill Secondary School in London before her curiosity about pupil Susan Foreman led her to investigate the girl's home one evening, and in the process drew her into the most fantastic adventure ever.

Being a teacher Barbara could step into any period of history with some knowledge of the people and customs. She was also mature enough to be able to accept most dangerous situations without panicking. If anything her only character flaw was a tendency towards moodiness which often brought her into open conflict with the Doctor.

IAN CHESTERTON: *played by William Russell, 1963-1965; An Unearthly Child – The Chase.*

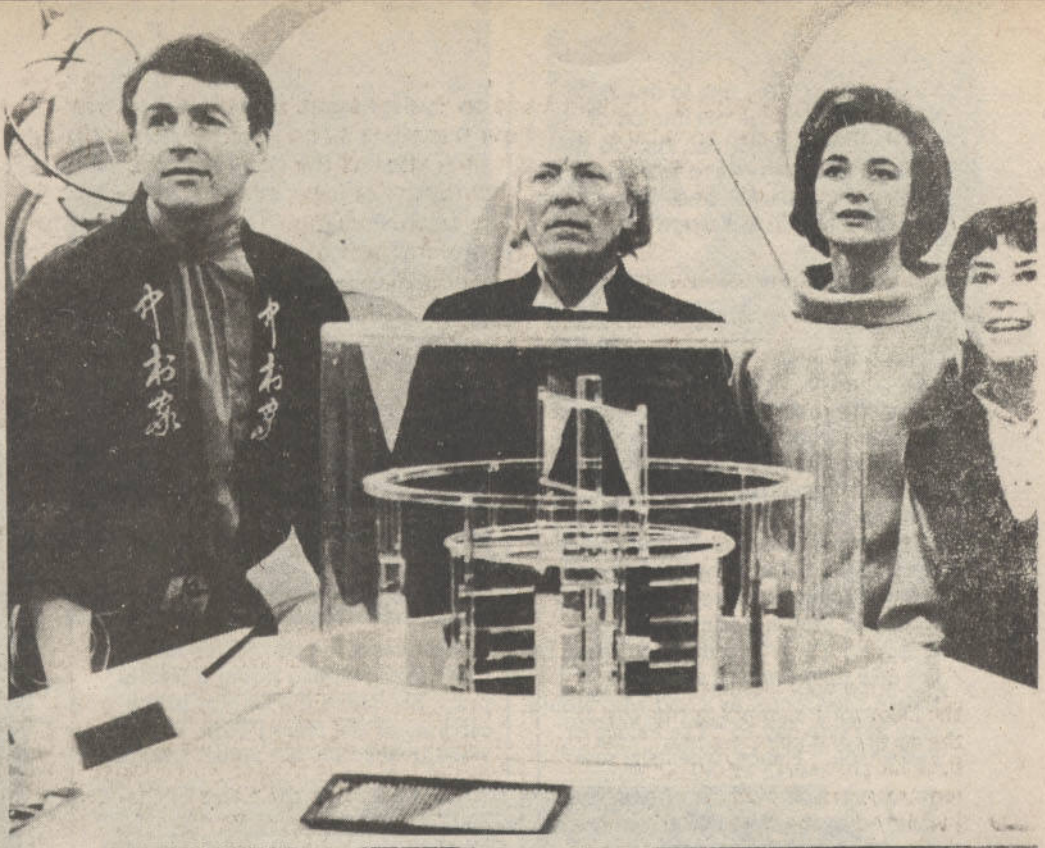
Likewise hailing from Coal Hill School Ian was a science master there until the night he went with Barbara to the address in Totters Lane.

In many ways Ian was the conventional hero of the early adventures with the Doctor very much an enigma, and sometimes an untrustworthy enigma at that. Brave and courageous, Ian was never afraid to tackle anything from a Dalek to an Aztec warrior in his bid to look after his three friends. Eventually both he and Barbara were returned to the Earth of 1965 by assisted use of the Daleks' prototype time machine.

VICKI: *played by Maureen O'Brien, 1965; The Rescue – The Myth Makers.*

Rescued by the Doctor from her castaway existence on the planet Dido Vicki filled Susan's berth aboard the TARDIS. Her father had been killed by the murderous Bennett *(DWW 14)* and so she was an orphan.

Despite her seeming age similarity



to Susan, Vicki was far more child-like in attitude, a trait which manifested itself in everything from clap-handed joy at being taken to Nero's Rome by the Doctor to undisguised clumsiness on occasions.

Nevertheless, her child-like qualities endeared her to the Doctor and he was sad to see her go when she elected to stay with the Trojan youth, Troilus, changing her name to Cressida to match. Thus, in an ironic temporal paradox Vicki died thousands of years before she was born.

STEVEN TAYLOR: *played by Peter Purves, 1965-1966; The Chase – The Savages.*

A reconnaisance astronaut whose scout ship had plunged to destruction on the planet Mechanus, Steven had spent many months as a prisoner of the robot Mechanoids before he found himself suddenly rescued and catapulted into the Doctor's often hazardous and danger-filled adventures.

Although a hero figure much like Ian, Steven was far more argumentative and never afraid to speak his mind openly and aggressively when he felt the Doctor was wrong. He survived the terrible ordeal of defeating the Daleks' Master Plan although most of

his journeys called not so much for bravery but for the putting on of a rather clownish manner, such as the time he was required to bash out "The Ballad of the Last Chance Saloon" on an aged piano in a Western bar.

KATARINA: *played by Adrienne Hill, 1965, The Myth Makers – The Dalek Master Plan.*
One of the most tragic figures ever to have journeyed with the Doctor, Katarina boasted no great wealth of knowledge nor even an appreciation of life outside the limited walls of her life as hand-maiden to the prophetess Cassandra.

A simple slave girl she came aboard the TARDIS almost by accident when she was called upon to help the wounded Steven during the Greek attack on Troy. Totally bewildered by her new environment she came to accept the Doctor as a god who would take her one day to "The Palace of Perfection". Hence, when she saw

herself being used as a blackmail lever against the old man by the mad Killer, Kirksen, Katarina unhesitatingly took her own life that she might save the Doctor from a terrible fate at the hands of the Daleks.

SARA KINGDOM: *played by Jean Marsh, 1965-1966, The Dalek Master Plan only.*
A ruthless and dedicated agent of the Space Special Security, Sara's efficiency and cold-hearted ability were admired even by her traitorous boss Mavic Chen. Under orders from Chen, Sara was even prepared to mercilessly gun down her own brother, and Bret Vyon, when he was suspected of being a traitor. However, upon learning the truth Sara turned her skills unswervingly to the cause of bringing about Chen's downfall and the defeat of his paymasters, the Daleks.

She lived long enough to see both those aims fulfilled but at a fearful price. She aided the Doctor in the carrying of the feared Time Destructor while it was fully activated. Lacking the Doctor's immunity to the passing of time Sara quickly aged hundreds of years before the Doctor's eyes, but even as she perished so too did the most evil plan ever hatched by the Daleks.

DODO CHAPLET: *played by Jackie Lane, 1966, The Massacre – The War Machines.*
Supposedly from a French background it is conceivable Dodo may have been a descendant of Anne Chaplette (see the feature on *The Massacre* in this issue). She entered the TARDIS believing it to be a real police box when she saw a road accident on the way home from school and before she knew full what was happening the ship had dematerialised from Wimbledon Common in the year 1966.

The Doctor took to Dodo at once due to her physical resemblance of his long-departed grand-daughter Susan. Dodo was far more Earth-like though and indeed her frequent use of Sixties slang often irritated the Doctor to the

point of promising the girl lessons in the use of the English language.

Four adventures later Dodo was returned to the Earth of the present day where she immediately became a hypnotised victim of the renegade computer WOTAN. Cured of the spell by the Doctor, Dodo was sent to the country to rest thus ending her association with the elusive time/space traveller.

POLLY: *played by Anneke Wills, 1966-1967, The War Machines – The Faceless Ones.*
Hailing from Swinging London of the mid-Sixties Polly was blonde, had blue eyes, long legs and wore a mini-skirt. Not surprisingly we first encountered her in one of the capital's trendiest spots, the newly, opened GPO Tower where she worked as secretary to Professor Brett – the designer and builder of the computer WOTAN.

Polly, along with her friend and protector Ben Jackson, made the

mistake of following the Doctor into what appeared to be an ordinary police box while it was parked in Fitzroy Square. Thereafter, the young lady, who never professed to be very brave had to endure confrontations with the Daleks, the Cybermen, giant Macra Crabs and mad professors before the regenerated Doctor returned her to England, strangely enough on the very same day that she left.

BEN JACKSON: *played by Michael Craze, 1966-67, The War Machines – The Faceless Ones.*
The first Doctor always insisted that he was captain of his ship and as such lorded over his companions with a kind of benevolent dictatorship whilst they were aboard his vessel. But for all that, the Doctor could not have wished for a more able seaman than Ben.

Ben had been assigned a protracted shore posting when he first met the Doctor and although he later protested constantly as each new TARDIS landing took him further from the London docks, he nevertheless displayed fierce loyalty and a down-to-earth practicality towards his new "commander". So much so that when the Doctor changed into his new body Ben found it very difficult to accept the little comic figure as his Doctor and it took a long time before those heated arguments died down.

Ben frequently exhibited great technical knowledge such as the time he defeated an attack by the Cybermen by realising their plastic chest units could be attacked by acetone-based chemicals.

JAMIE McCRIMMON: *played by Frazer Hines, 1966-69, The Highlanders – The War Games.*
One of the Doctor's longest-running companions ever, Jamie was, if possible, even more loyal to the mysterious time traveller than Ben.

A refugee from the slaughter at Culloden field in 1745 Jamie was of the McCrimmon clan of pipers. He never claimed to be particularly bright,

prefering to leave the thinking to the Doctor in whom he had absolute trust save for the second Doctor's moments of seeming vagueness and absent-minded. Then it was often up to Jamie to remind the cosmic magician of simple factors like basic survival.

He was very fond of the gentle Victoria and later developed a friendly rivalry with her replacement Zoe. Whilst Zoe was incredibly knowledgable in scientific matters Jamie could still win victories over her. In one memorable scene he gleefully had to explain to her what candles were.

Jamie was one of the few companions who never voluntarily left the Doctor and had it not been for the intervention of the Time Lords he might still be with him today.

VICTORIA WATERFIELD: *played by Deborah Watling; 1967-1968, The Evil of the Daleks – Fury From the Deep.*

Victoria was blessed at birth with a very powerful set of lungs and this attribute came in very useful during her travels with the Doctor and Jamie. As her name suggests she hailed from the Victorian era on Earth and was the only daughter of a scientist, Edward Waterfield. When he sacrificed himself to save the Doctor from a Dalek death ray his last words were a plea to the Doctor to look after Victoria, a request the Doctor was more than willing to grant.

Victoria's sheltered upbringing left her ill-prepared to face some of the Doctor's deadliest foes. Though fittingly it was her electronically amplified screams that defeated the seaweed monster, the last alien menace she faced before being adopted by the Harris family at the North Sea Gas Project.

ZOE HERRIET: *played by Wendy Padbury, 1968-1969, The Wheel in Space – The War Games.*

Of all the Doctors the second incarnation was the one who frequently gave the impression of being unable to cope with situations of either dire peril or grave importance. And although the truth was often the exact opposite it does account for the strange relationship that developed between the Doctor and Zoe. The Doctor was brilliant but hid it whereas Zoe was brilliant and showed it.

By definition Zoe's post on the Space Wheel, sometime in Earth's future, was as a physicist and astrometricist. However her knowledge and wealth of technical expertise far outshone both of those mundane titles. Quite simply, Zoe was a walking computer, a remarkable feat considering her incredibly youthful appearance – her age could have been anywhere between sixteen and twenty-five although we are told she was supposedly ageless.

Never one to underscore her abilities Zoe was once heard to remark, "The Doctor is almost as clever as I am". Sure enough, in her travels with the Doctor she managed to destroy a Cyberman invasion fleet, achieve the highest marks ever on a Kroton teaching machine, and destroy by sheer logic the latest in sophisticated computers.

ALASTAIR LETHBRIDGE-STEWART: *played by Nicholas Courtney, 1968-1975, The Web of Fear – Terror of the Zygons.*
Born into the Scottish aristocracy of the clan Stewart, the man who was later to become known simply as The Brigadier was led into a military career almost from birth. Exhibiting all the ideal qualities of an officer he was practical, unflappable, courageous, precise and would accept no nonsense.

Strange then that the Brigadier should have spent much of his military career in the company of the strangest traveller of all, the Doctor – and not just one Doctor either, but all four under differing circumstances. Perhaps it proves the maxim about how well opposites get on together.

The Doctor encountered Lethbrige-Stewart before UNIT had even been formed when his rank was only that of colonel. Later, a commander of the British Division of UNIT, the Brigadier traded scientific facilities and a place to live in exchange for help from the Doctor while he was in exile on Earth.

His liaison with the fourth Doctor was all too brief but by then Lethbridge-Stewart was being drawn more and more into the running of UNIT from its HQ in Geneva. After all, when you've tackled everything from Yeti to Zygons, you're bound to find your wealth of experience in demand from many quarters.

LIZ SHAW: *played by Caroline John, 1970, Spearhead from Space – Inferno.*
When UNIT was formally set up in Britain the Brigadier realised he would need a scientific expert to handle "the technical stuff". Lethbridge-Stewart turned to Cambridge University scientist Elizabeth Shaw, credited with degrees in physics, medicine and a dozen other subjects.

The relative freedom of Cambridge clashed sharply with the discipline of UNIT and Liz never fully adapted herself into the Brigadier's way of doing things. Her later association with the third Doctor proved fruitful for UNIT in terms of results but did little for Liz as regards her standing as a scientists of considerable reputation. In fact so advanced were the Doctor's own methods that, to quote her own words, she was often reduced to holding his test tubes and telling him how brilliant he was.

Nevertheless Liz was instrumental

in defeating the first Nestene invasion of Earth, providing the antidote for the Silurian plague, tracking down the missing Mars astronauts and closing down the doomed Inferno Project after which she opted to resign from UNIT and return to Cambridge.

THE MASTER: *played mainly by Roger Delgado, 1971-1973, Terror of the Autons – Frontier in Space.*
Not strictly an assistant or companion of the Doctor, the Master nevertheless retains the honour of possibly being his earliest friend from their days together at the Time Lord Academy.

Being roughly the same age the Master and the Doctor grew up together, both becoming disgruntled with the "watch-but-don't-interfere" policy of the Time Lords at a very early age. As they grew older though their paths diverged with the Master developing a strong craving for power over all the lives in the Universe.

In his best-known incarnation the Master exuded villainy of the worst kind. He was cold, calculating, ruthless

and thoroughly without morals. Yet his dark good looks and air of superficial charm gave him a kind of Machiavellian appearance which prevented him from being totally disliked, even by the Doctor. The Master's strengths were his satannic will and ability to hypnotise, but he had failings too, the most obvious being his enormous vanity – quite frequently a cause of the Doctor's defeating one of his grand schemes.

In *The Deadly Assassin* we saw a different Master, his face ravaged by a terrible accident. However, he is still free and even the Doctor cannot predict when he will next cross paths with his oldest adversary.

CAPTAIN MIKE YATES: *played by Richard Franklin, 1971-1974, Terror of the Autons – Planet of the Spiders.*
A traditional figure in modern mythology is the image of the dashing young Captain and Mike Yates was very much that. Transfered into UNIT from the regular army Mike quickly distinguished himself with his attack on the Strangmoor Prison during the *Mind of Evil* affair and later helping to defend the people of Devil's End from the demonic forces let loose by the Master.

However, despite his trappings as a well-to-do young man Mike Yates blended his casual efficiency with a deeply restless nature. The business of *The Green Death* left deep mental scars which drew him into the Operation Golden-Age circle. For his part in that action Mike was invalided out of UNIT although he did redeem his status with his friends by helping the Doctor fight off the invasion by Metebelis Spiders.

SERGEANT JOHN BENTON: *played by John Levene, 1968-1975, The Invasion – The Android Invasion.*
An example of the modern day soldier Benton is a skilled professional versed in all the military arts from self-defence to a sound appreciation of many weapons.

Although UNIT draws its fighting force from the regular army there are very few soldiers who are full-time members of that esteemed organisation. Benton is one of the few to

permanently wear the greet beret emblazoned with the silver UNIT circle badge. He became a member of the team during the early days of UNIT and was present during its baptism of fire against the Cybermen. At that time Benton was only a corporal. Even so he was still expected to be proficient in matters as far apart as radio operating and plain clothes surveillance.

A tough fighter on the field of battle Benton is also an exceedingly amiable and gentle giant when off duty. He has an absolute trust in the Doctor and is happy to carry out any of his instructions no matter how far fetched they may at first seem.

Just before the incident of the giant robot Benton won his long-deserved promotion to Warrant Officer which, with the demise of Captain Yates, puts him quite senior among the UNIT ranks.

JO GRANT: *played by Katy Manning, 1971-1973, Terror of the Autons – The Green Death.*
The appearance of Jo as his new assistant took the Doctor completely by surprise, having been more used before then to the studious-minded Liz Shaw. By contrast Jo could be scatter-brained, clumsy, over-eager and prone to being the midst of horrendous accidents whenever they occured.

Jo achieved her posting to UNIT through some "string pulling" by an uncle of hers in the United Nations. She had been through the government espionage training courses but sadly her sound level of theory was not matched by her ability to apply it in practise. Consequently, when the Brigadier thrust her upon the Doctor (more to get rid of her than anything else) there was more than a little resentment to begin with.

The Doctor did his best to turn her into a scientist and in the process became very fond of Jo. So much so

that he took it quite badly when she eventually elected to marry the young Welsh scientist Cliff Jones *(Doctor Who Weekly 43)*. Since then she has journeyed with her new husband to the furthest reaches of the Amazon in a search for new food stuffs to cure the world's food shortage.

SARAH-JANE SMITH: *played by Elisabeth Sladen, 1973-1976, The Time Warrior – The Hand of Fear.*
Keen for a good scientific story to get her away from the "women's angle" stuff, journalist Sarah-Jane Smith bogusly assumed the identity of her virologist aunt and gained herself access to a top secret research centre. Here she met the Doctor in his third incarnation who promptly unmasked her and suggested she make herself useful preparing cups of coffee. Sarah, a profound believer in Women's Lib, was less than amused, this event

starting off their long association on a very unharmonious note.

Their relationship improved a lot when the Doctor assumed his fourth body, replacing his benignly arrogant manner with a friendlier, more whimsical character.

Travelling with this rather nomadic Doctor gave Sarah a chance to really let her hair down, and as they journeyed from one bizarre location to another she genuinely wondered if she would ever see her desk at the office of "Metropolitan" magazine again.

Her travels came to rather an abrupt end when the Doctor received a surprise summons to return to his home world of Gallifrey. Knowing that he could not take an Earth person there the Doctor had to make a quick detour to South Croydon to drop Sarah off home. He missed Croydon by a few miles of course, or, as Sarah succinctly put it, "He blew it!"

HARRY SULLIVAN: *played by Ian Marter, 1974-1975, Robot – The Android Invasion.*
Looking very much like the conventional hero of a *Boy's Own* adventure Harry joined UNIT having served previously with the Royal Navy. A qualified surgeon Harry was commissioned to the rank of lieutenant when

he was called upon to look after the Doctor following his regeneration. Thereafter the square-jawed young officer was rapidly embroiled in the affair of the giant robot before being virtually conned aboard the TARDIS by the Doctor in one of his frequent mischievous moods.

Strangely, for someone both a naval officer and a doctor, Harry was rather accident prone and capable of innocently causing near-catastrophes. During his adventures revolving around Nerva Beacon Harry almost suffocated Sarah by locking her in an airless room, was nearly devoured by a giant clam, fell down a ravine, and narrowly avoided setting off a booby trapped bomb. This latter incident prompted the Doctor to remark "Harry Sullivan is an imbecile!" before passing out from concussion sustained in a rockfall – engineered by Harry!

Harry decided he had enough of TARDIS travelling when the Doctor eventually returned him to Scotland in the present day, but even so he still had to contend with the Loch Ness Monster, Zygons, killer androids and Kraal invaders before his liaison with the Doctor came to an end.

LEELA: *played by Louise Jameson, 1977-1978, The Face of Evil – The Invasion of Time.*
A warrior of the Sevateem, Leela was born into a tribe of hunters where she quickly learned how to kill and how to avoid being killed. Like all good savages she came to believe in the principle that the only good enemy is a dead one.

Yet, for all her inborn barbarism Leela's ancestors were advanced star travellers from Earth's future. Under the mailign influence of an unbalanced computer the survey team and technicians from a disabled space ship reverted to primitivism and were taught to despise one another.

After the Doctor had put matters to rights Leela decided she could not face a life of peace with her former enemies and so she forced herself aboard the TARDIS and joined the Doctor's travels.

The Doctor accepted Leela as a kind of challenge and tried to steer her away from her faith in spears, knives, crossbows and poison thorns towards more civilised behaviour. He partly succeeded although, at times, he was only too grateful for the presence of Leela's hunting instincts and her jungle-born sixth sense. After the defeat of the Sontarans on his home planet the Doctor left Leela on Gallifrey where she would be looked after by the young Guard Commander Andred and the mk 1 version of K-9.

K-9: *voice by John Leeson and David Brierly, 1977- The Invisible Enemy – .*

When talking about the Doctor's faithful electronic friend it is necessary to bear in mind that there is not just one K-9, but two.

The original automaton was the brain-puppy of Professor Marius, a research scientist aboard the Bi-Al Foundation asteroid in the year 5000 AD. Also a wizard in the elctronics field, Marius yearned both for a portable computer and a dog. So he combined the two in K-9, giving the little robot sophisticated sensory devices and a means of self-protection as well. When it became apparent that weight problems would prohibit him taking K-9 back to Earth Marius asked the Doctor to take K-9.

The Mk 1 K-9 had many defects though – it was too noisy and had difficulty negotiating rough terrains among others. Thus when the original K-9 "elected" to stay on Gallifrey with Leela the Doctor brought out his twin, the Mk II K-9 which had all the features of its predecessor, including the same personality program, plus several improvements not least of which was the ability to respond to a sonic dog whistle when so summoned.

ROMANA (1st incarnation): *played by Mary Tamm, 1978-1979, The Ribos Operation – The Armageddon Factor.*
Sometimes the Doctor has chosen the companions he wants to come with him, on other times they have joined him by accident. Never, before Romana, has he been given an assistant and told to make the best of it. Such was the case when the White Guardian, in his infinite wisdom, decided the erratic Doctor needed help with his quest for the Key to Time.

In consequence the first meeting with Romanadvoratrelundar was far from amicable. While the Doctor sat on the TARDIS floor and seethed, the elegant dark-haired young acolyte Time Lord proceeded to inform him of the modifications she had made to his TARDIS and proudly pointed to her academic achievements being far superior to the Doctor's Time Lord education.

The Doctor won some of his pride back by proving to Romana that theory is no match for experience. Romana could fly the TARDIS to perfection by the book but she still needed informing that to travel by horse one does not look for the start switch.

ROMANA (2nd incarnation); *played by Lalla Ward, 1979-1981, Destiny of the Daleks – Warrior's Gate.*
Feeling perhaps that the Doctor was unhappy with her tall, rather haughty body, Romana underwent voluntary regeneration to lock herself into a form she hoped would be more acceptable. She ultimately selected the face and body of the Princess Astra, whom they had met in their fight against The Shadow, but blended it with a more

youthful and bubbly personality. She still retained all her former technical skills and would sometimes get exceedingly annoyed at being relegated to the role of a glorified engineer while the Doctor played the part of ideas man.

Nevertheless the regeneration gamble paid off for Romana and their relationship quickly thawed as their adventures continued.

However, always at the back of Romana's mind was the knowledge that she had not left Gallifrey by permission of the Time Lords.

From out of the depths of the Hyborian age

A COLLECTION OF SOME OF THE MOST *SAVAGE* TALES OF WARRIORS AND WIZARDRY EVER TOLD!

FEATURING THE AWESOME ADVENTURES OF

CONAN THE CIMMERIAN

AS HE BATTLES FOR SURVIVAL IN A BARBARIC WORLD!

PLUS BONUS STORIES FEATURING
RED SONJA, THE SHE-DEVIL WITH A SWORD
SOLOMON KANE, PURITAN ADVENTURER
AND KULL THE DESTROYER

THE SAVAGE SWORD of CONAN

ON SALE EVERY MONTH!

THE MAN BEHIND DR. WHO

Producer John Nathan-Turner, the man with some superb ideas and the power to get them into the series , is the new fighting force behind *Dr Who*!

Rumours of a strange new force at large behind the spacey scenes of **Dr Who** sent me hurrying along to the BBC to discover the truth for myself. John Nathan-Turner, the brand new Producer with ideas and the power to get them into the series, is the fighting force behind **Dr Who**!

What exactly is a television Producer? Have you ever wondered? Well, with work on the next series well underway, and a new man at its helm, it seemed like the perfect opportunity to find out. The Producer has overall responsibility over a programme strand. Aong with his Script Editor, John will choose the most exciting scripts for the new season of **Dr Who** adventures. He then engages an appropriate Director for each programme. Finally, with the help of his seven new Directors John will find the actors and actresses he will need for the coming 1980/81 series.

Above: *Work on the new series started a few weeks ago with location filming in Brighton. It was supervised by John Nathan-Turner* **Dr Who***'s new Producer. Photographs courtesy of Graham Rickard from his forthcoming book "A Day in the Life of a Television Producer."*

John Nathan-Turner turned down a place at Hull University in favour of a career in the theatre as an actor. He joined the BBC in December 1968 working on a wide variety of programmes including **Nationwide, Grandstand, The Morecombe & Wise Show** and **The Pallisers.**

John worked his way up from Floor Assistant to Assistant Floor Manager. His next steps were Production Assistant and Production Unit Manager before he became **Dr Who**'s new Prodducer.

"It's not the only route to becoming a Producer – but it is probably the best one," he explained. A wide range of experience in acting and production has made John acutely aware of the different problems facing actors, technicians and production staff.

Obviously any new Producer coming to the programme brings with him fresh ideas. The last 17 years has seen massive changes to the original concept of **Dr Who**. Each Doctor and each Producer has given the programme a very different interpretation – from the stern and forbidding Doctor of the William Hartnell era, right through to the unique and humorous portrayal of the current Doctor – Tom Baker. The programme has constantly changed and developed, becoming far more sophisticated. The common-place special effects of today had not been conceived in the early years of **Dr Who.**

The programme will continue to develop. John Nathan-Turner promises a new exciting look for the new **Dr Who** season of adventures in time and space. So clearly there are a few surprises in store!

You'll have to wait until autumn to discover all of them – but perhaps the greatest change will be the introduction of an additional companion to the series. This new young character "Adric", will give up his life as a member of a juvenile street gang on another planet to join the Doctor, Romana and K-9 in their galactic travels.

The new Producer does not take his responsibility lightly. He sees attention to detail as a very important part of his job. Above all, he believes that wherever possible the programme should accurately follow the established history of **Dr Who**. So John has become an expert in **Who** mythology. He has spent a lot of time reading past scripts and watching previous episodes, to make certain that the programme is strictly accurate.

Similarly, John believes that the programme must have a sound scientific base. Whilst the programme might travel into the distant future there is every reason, John believes, to give the programme a realistically scientific background.

Above: *John Nathan-Turner busily discussing the programme with his assistant*
Below: **Dr Who***'s new Producer chats with the Director.*

Work on the new series started a few weeks ago with location filming in Brighton.

"The biggest problem with location filming is the weather," explained the Producer. The script called for an off-season time of the year, but the brilliant sunshine gave the appearance of a perfect summer's day, which didn't help us one bit.

Despite the weather problems, John and the various members of his team remain undaunted.

The new series of **Dr Who** looks like being so exciting that no-one should miss it!

CLASSIFIED

Exclusive! Recently discovered within a concealed Time Vault aboard the TARDIS, this classified document chronicles the Doctor's association with the 20th Century agency known as UNIT. Priority clearance must be obtained before reading.

THE UNIT FILE

SUBJECT *UNIT UNITED NATIONS INTELLIGENCE TASKFORCE*
PURPOSE *TO INVESTIGATE EXTRA-TERRESTIAL FORCES IN OUR EXISTENCE.*
PERSONNEL *BRIGADIER ALISTAIR GORDON LETHBRIDGE STEWART . . . SERGEANT JOHN BENTON . . . CAPTAIN MICHAEL YATES . . . DR ELIZABETH SHAW . . .*
DATE *AUGUST 1980*

Above: *UNIT's commanding officer, Brigadier Lethbridge Stewart (Nicholas Courtney).* Right: *UNIT soldiers patrol the streets of London during the Cyberman invasion of 1968.* Far right: *The mysterious scientist who worked for UNIT during the critical years. Code name: the Doctor (Jon Pertwee).*

It was in 1966 that the British government first became aware of an alien interference which threatened the human race. From the top of the then newly completed Post Office Tower, the very consciousness of the people of London was blanked out. Mind control was established by the deadly WOTAN. Pioneered by Professor Brett, the Will Operating Thought Analogue might have become a universal problem solver.

The Professor was full of good intentions but what he did not realise was that WOTAN had reversed its own process. The machine was controlling him! With a large number of Londoners at its command, WOTAN proceeded to build an army of mobile computers – massive tank-like machines with crushing sledge-hammer arms and powerful weapons.

Sir Charles Summer, aware of the danger which now faced humanity, organised troops against the deadly War Machines. But normal weapons were found to be useless. Civilization was doomed! And then a scientist friend of Sir Charles managed to turn one of the War Machines against WOTAN itself.

WOTAN had not been beaten by armed might. Science had won through – the menace had been destroyed.

In 1968, London came under alien attack once again. Britain's capital had to be evacuated when a deadly mist slowly engulfed the city.

This time the government united military and scientific forces to fight an unidentified threat. An underground headquarters was set up in the railway system to try to destroy the threat. It worked! Out of the mist came ferocious bear-like

monsters – Yeti! Once the aliens had been forced into the open, battle could commence!

Commanding this force had been Alastair Gordon Lethbridge-Stewart, and it is with him that the UNIT story really begins.

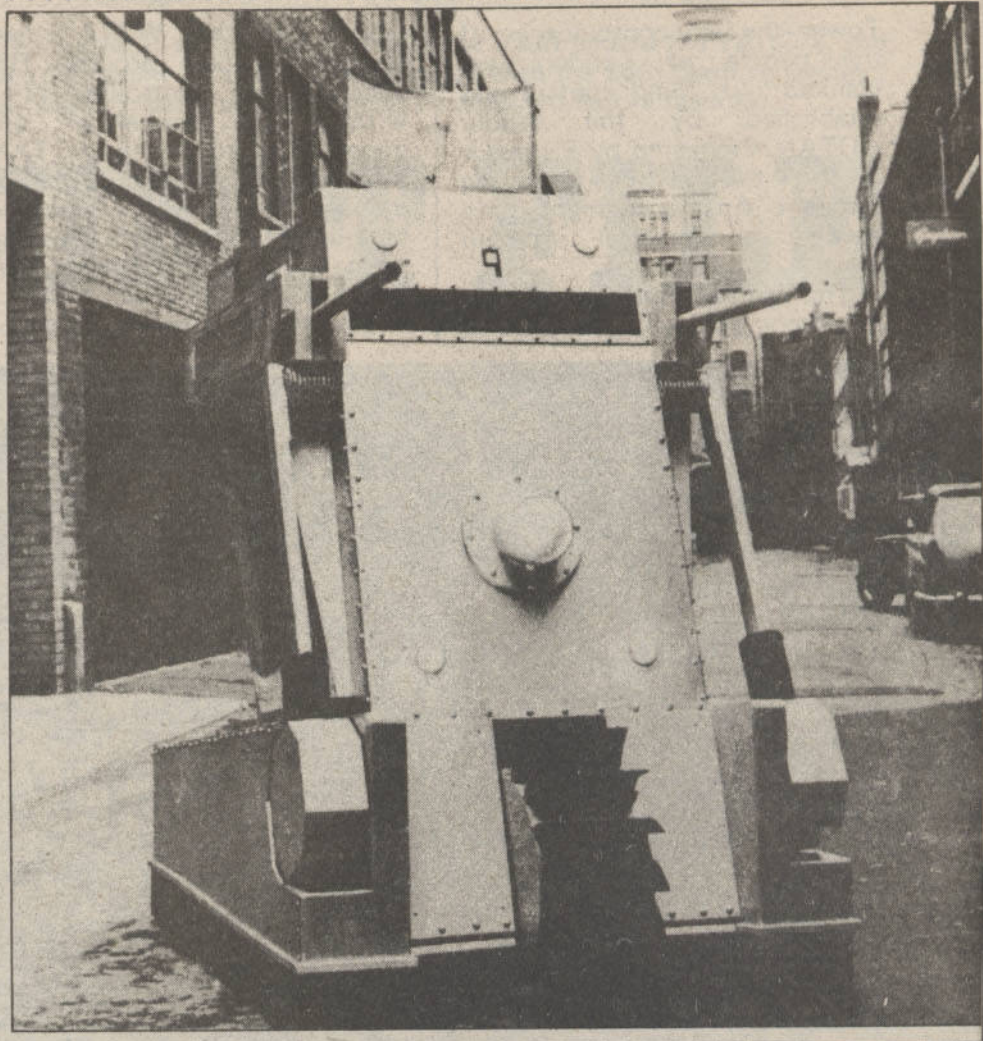
After the alien intelligence had been successfully banished and the matter completely censored from the Press and Media (in the best interest of the Public), the Government received a message from Lethbrige-Stewart. He

suggested the formation of an Intelligence Task Force. a special army equipped to deal with alien attacks. UNIT was born.

Appointments were made. Who better to lead the organisation than Lethbridge-Stewart? He was given immediate promotion to Brigadier.

Lethbridge-Stewart had hardly the time to choose men for the military side of his operation before alien fingers were around the throat of Britain, and the world, once more. On the scientific front, the Brigadier found help from a professor experienced in alien matters. He was to make himself better known to us in later years . . .

At first the new menace appeared to be human. In the early 1970s a dangerous company had flourished — International Electromatics. Under wealthy Tobias Vaughn, this company had grabbed the whole of the electronics market. It produced every piece of electrical hardware, from domestic to industrial, that was to be found in the world. It turned out that International Electromatics was a front for alien occupation of Earth and was UNIT's first opponent.

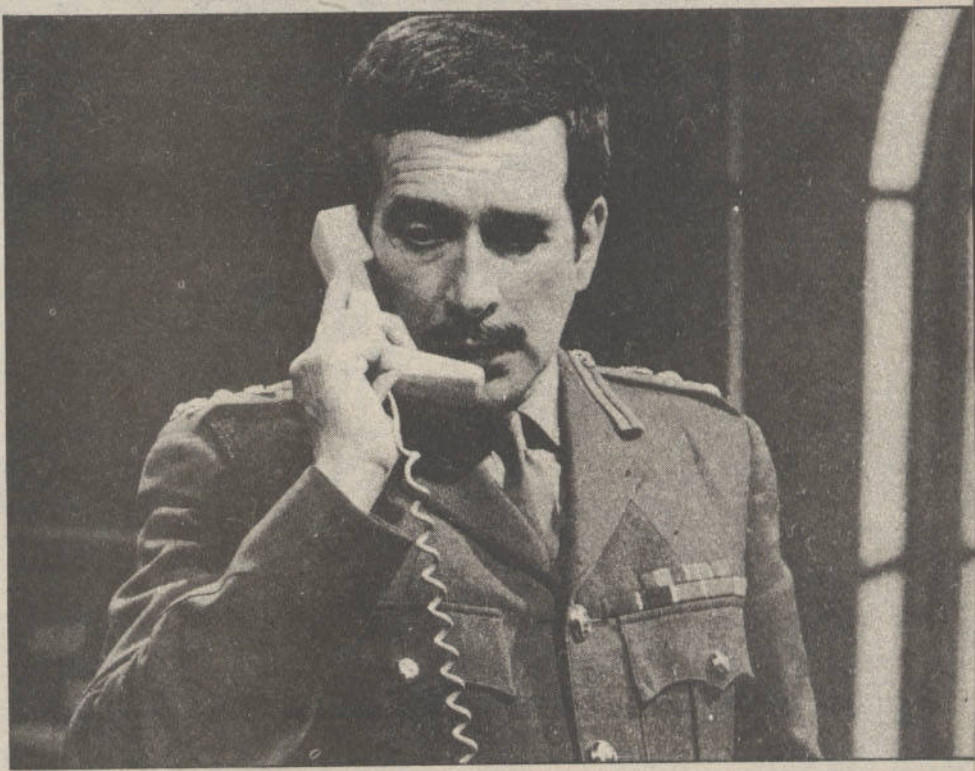


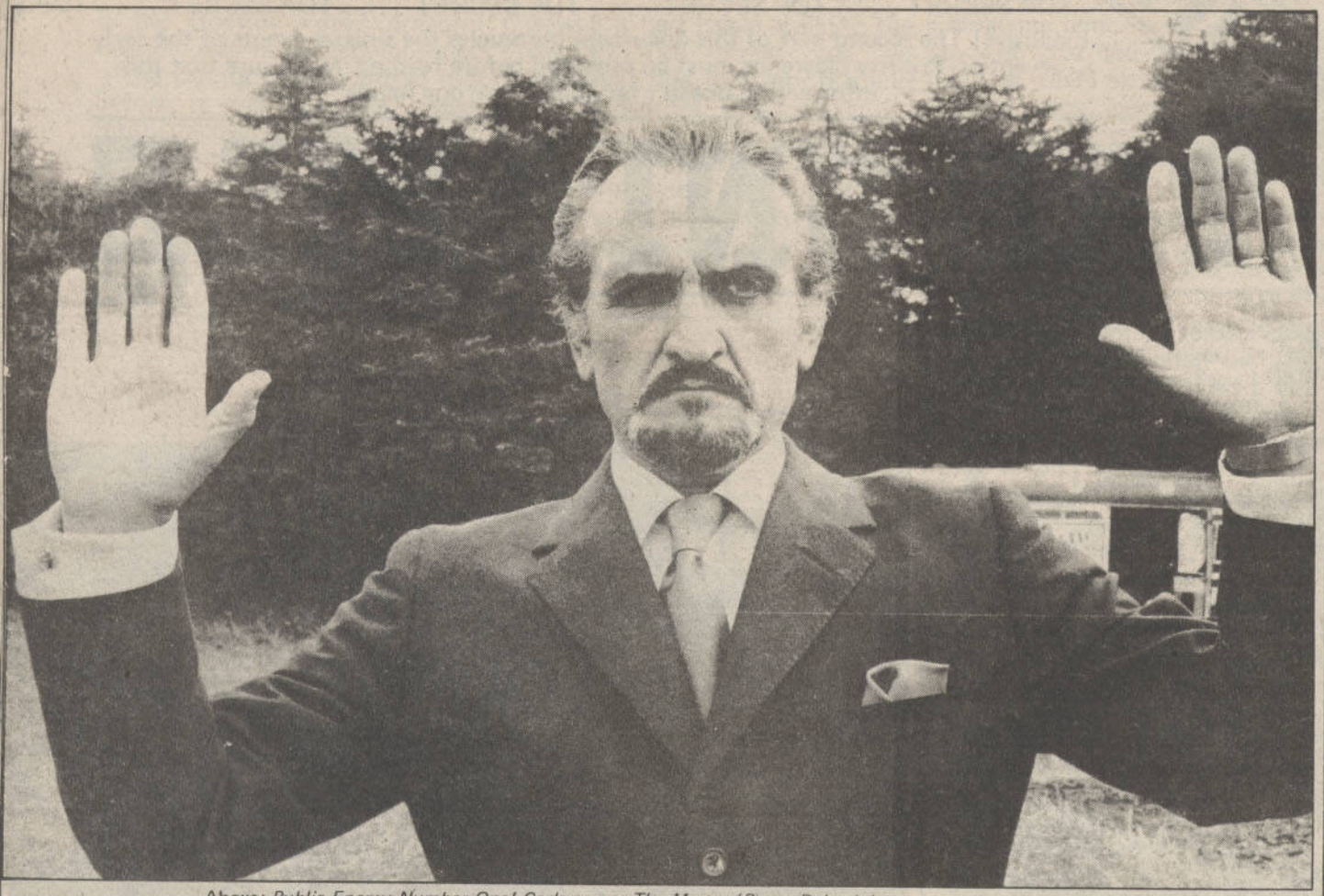
MONSTROUS SILVER SOLDIERS

The nation look on in horror as monstrous silver soldiers — cybernetic people — stormed London. More were waiting to land from out in space.

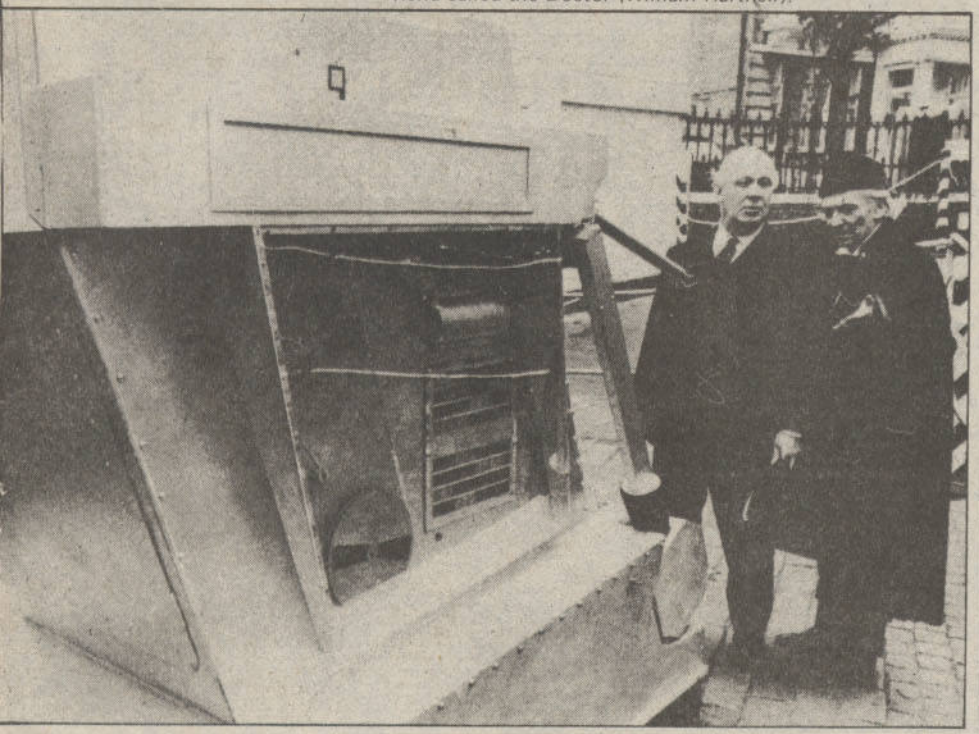
It was the Brigadier's scientific adviser (code name — the Doctor) who saved the world. NATO's missile defences destroyed the incoming fleet of alien spaceships containing the horde of . . . *Cybermen*!

The official records of UNIT state that the Brigadier's scientific aid, the Doctor, was actually a Russian seeking political sanctuary in the West. His defection coincided almost to the day with the Brigadier's hiring of Cambridge Scientist Elizabeth Shaw as UNIT's scientific adviser. Brilliant as she was, Miss Shaw soon found her knowledge merely lent





Above: *Public Enemy Number One! Code name: The Master (Roger Delgado).* Top left: *The War Machines, deadly mobile computers which invaded London in 1966.* Bottom left: *Brigadier Lethbridge Stewart (Nicholas Courtney).* Below: *Sir Charles Summer discusses the threat of the War Machines with a scientist friend called the Doctor (William Hartnell).*



herself as assistant to the Doctor.

In the five years that the task-force has been in operation, it has had to deal with more than a dozen cases of extra-terrestial attack.

Whilst there are complete dossiers on each separate incidents, it should be noted that UNIT was strongly involved in the battle against Public Enemy Number One! Code name – the Master. He seemed to be the intellectual equal of the Doctor but used his brain to create hellish menaces.

Each time, UNIT managed to stop whatever terrors this Master unleashed upon mankind.

Next: THE FATE OF UNIT

CLASSIFIED

. . TOP SECRET . . . . TOP SECRET . . . . TOP SECRET . . . . TOP SECRET . . . . TOP SECRET . . . . TOP SECRET . . . . TOP SECRET . . . . TOP SECRET . . . . TOP SECRET . . . . TOP SECRET . . . : TOP SECRET . .

Exclusive! The second part of this document chronicles the sinister events of the early seventies. Priority clearance must be obtained before reading. Make sure that this information doesn't fall into the wrong hands . . .

THE UNIT FILE

PART TWO

Brigadier Lethbridge-Stewart had hand-picked his immediate command. Promoted from private after the battle against the invading Cybermen was John Benton. Loyal and immeasurably valued, Sergeant Benton has earned his recent promotion by sheer hard work. Michael Yates' career was less successful.

The story of Captain Yates is a strange intriguing tale of misfortune.

Yates had been serving under Lethbridge-Stewart for three years, showing courage and initiative against countless alien attacks.

In 1973, a series of mysterious events led UNIT to Wales – Llanfairfach. Global Chemicals, a company that had discovered a precious mineral-oil, had been given a government grant to build a new refinery. The company soon came under local attack. The villagers had always been suspicious of strangers, and then came the strange, lethal disease which started to attack the miners . . . The Brigadier planted a man on the inside of the company to find out if anything was wrong. Yates volunteered.

Something was indeed very wrong! Yates soon discovered that the refinery's director, Doctor Stevens was in fact under the control of a computer called BOSS (Bimorphic Organisational Systems Supervisor). An evil computer with a will of its own bent on world domination. BOSS discovered that Yates was an informer, and was quick to act. The Captain was brainwashed into killing Brigadier Lethbridge-Stewart and his scientific advisor – the Doctor! Yate's dreadful mission was never accomplished – the Doctor de-hypnotised him before it was too late. Apparently recovered, Yates returned to service. But the experience *had* affected his mind.

In 1978, London had once more been evacuated. Mammoth dinosaurs, appearing from nowhere had began walking the streets. The threat was an incredible one, but very real and very dangerous. UNIT moved in. The Doctor, UNIT's scientific advisor, eventually uncovered a plot instigated by one of our own fellow government ministers to return Earth to a previous, unpolluted era, by actually **reversing time.**

The plot had been uncovered but as UNIT attempted to fight the menace, every move seemed to be countermanded in advance. One of UNIT's members was a traitor!

When a gun was drawn on him by a member of his own force, the Brigadier saw who the saboteur was. Holding the gun was Captain Yates! He had been in on the dinosaur invasion from the beginning, foiling UNIT's retaliation at every opportunity!

UNIT fight the united forces of the Daleks and Ogrons in the 1972 adventure "The Day of the Daleks". **Inset:** Brigadier Lethbridge-Stewart (Nicholas Courtney) and Mr Ollis (Laurie Webb) in the 1973 adventure "The Three Doctors". **Right:** UNIT's commanding officer, Brigadier Lethbridge-Stewart (Nicholas Courtney).

When the menace was defeated, Yates was quietly discharged from service. In the circumstances, it was decided not to court martial him.

The events of last year have made it impossible to keep the taskforce out of the lime light. UNIT was made the centre of public attention when the British Headquarters was attacked by ferocious aliens resembling giant, hairy, horrific spiders. The chase through the countryside and the fraca at a nearby airfield was impossible to cover up and another unwelcome investigation into UNIT was made by the Press.

This added to reports about Public Enemy Number One – The Master, caused serious high level doubts to be cast about the taskforce. It was not easy to for-

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TOP SECRET . . . . TOP SECRET . . . . TOP SECRET . . . . TOP SECRET . . . . TOP SECRET . . . .

Top: Captain Yates in action against the terrifying might of the Autons. **Centre:** The Doctor (Jon Pertwee), and his assistant Jo Grant (Katy Manning) together fighting the "Terror of the Autons". **Above:** The Brigadier (Nicholas Courtney) with UNIT's scientific advisor, the Doctor (Jon Pertwee).

get the allegations over a crucial leak of information surrounding Axonite — the mineral from space offered to us by the Axons; then there was the mystery surrounding the sinister occurances at Devil's End . . . At this strange, lonely village the Master had unleashed ancient paranormal energies. In the midst of this unholy, psychic mess, came the Doctor who discovered the power to be an alien who had lain dormant since the very dawn of mankind.

MANKINDS' WAR AGAINST AN ALIEN FORCE

Fleet Street demanded an explanation as to why an armed force was allowed to occupy a village in peace time and how far UNIT was permitted to go. Little did the Press realise that "peace time" no longer existed — we were fighting a war . . . A war against a being which we could only begin to understand.

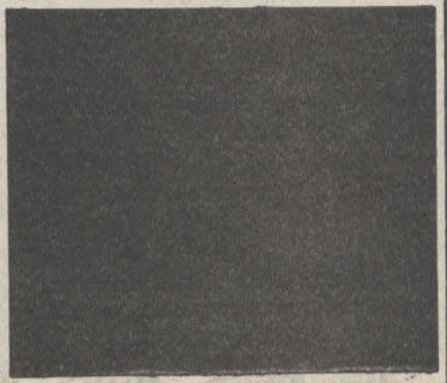
The Press have turned the UNIT investigation into a vendetta against the government. At this moment, questions are being asked in the House of Commons as to the known existence of U.F.O.'s and extraterrestial forces.

"THE TIME FOR BLIND DISBELIEF IS OVER"

I feel the time has come to make known the full truth of UNIT. The past five years have proven that we can no longer keep its activities secret, or withhold from the public the knowledge we have of alien life. We are not alone in the universe.

It is important to maintain a stronger united force to protect the Earth from dangerous alien powers. If the public are to know that there is a threat out in the beyond, they must be assured that we have the force to combat it.

The time for blind disbelief is over. We must be ready for them:



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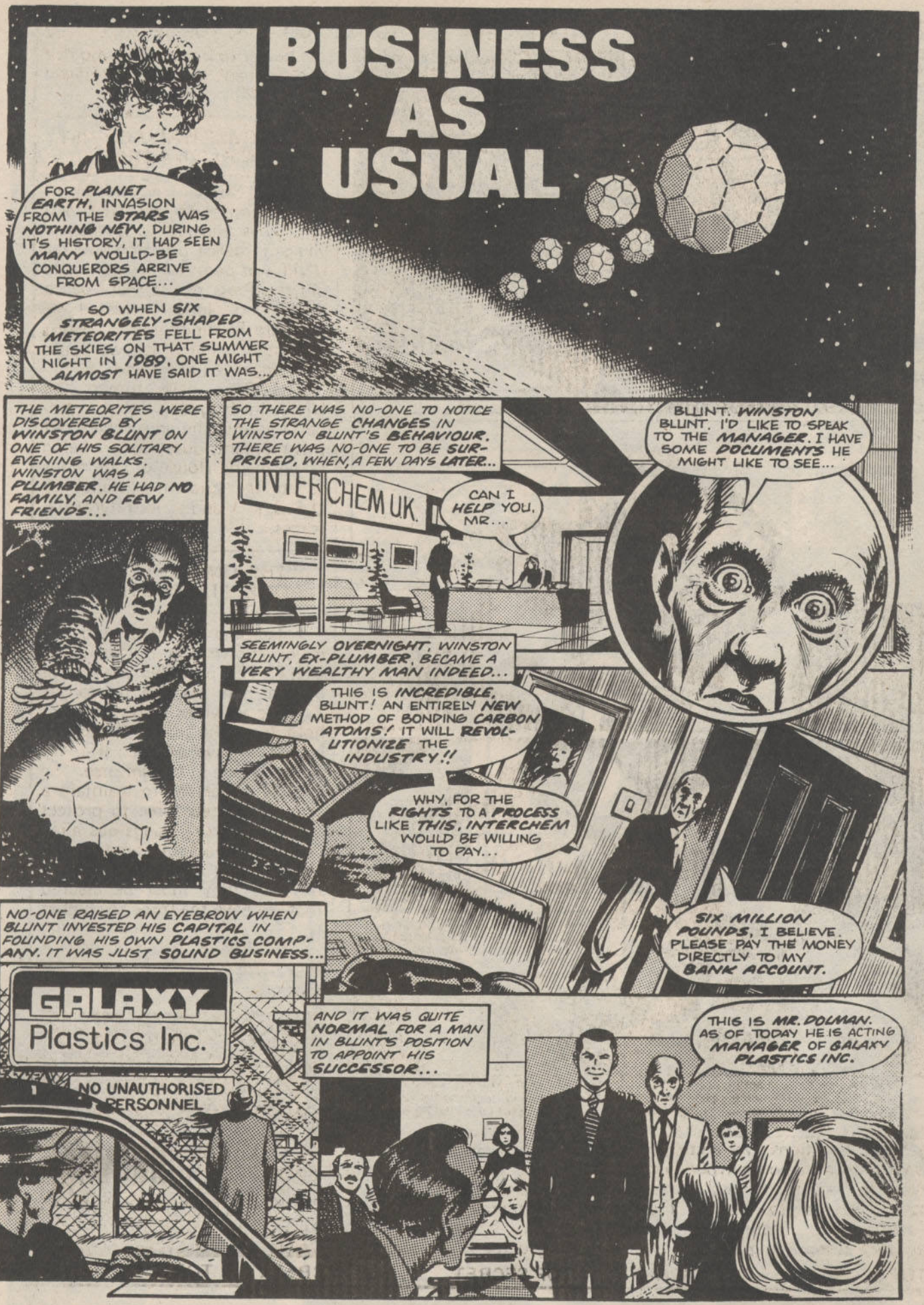
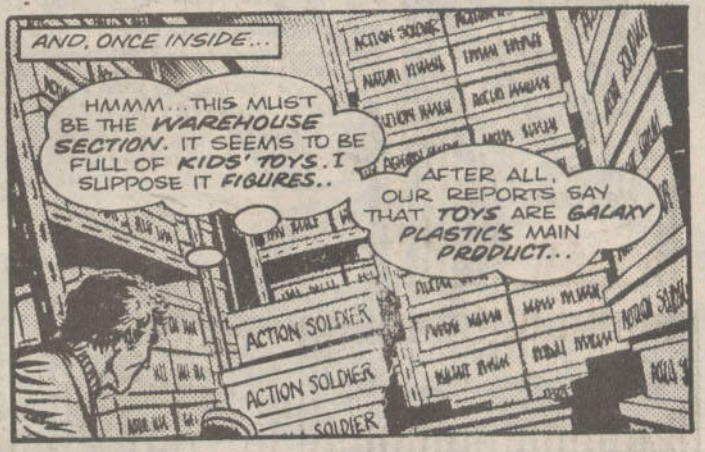
BUSINESS AS USUAL

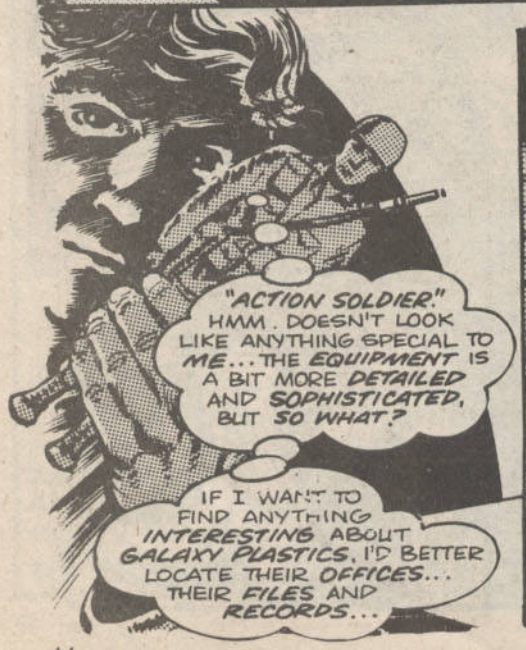


AFTER ALL... WHAT IF SOMETHING SHOULD HAPPEN TO HIM?
MR. DOLMAN.. COME QUICKLY! IT'S MR. BLUNT..H-HE'S SHOT HIMSELF!!
WINSTON BLUNT WAS GIVEN A DECENT FUNERAL GALAXY PLASTICS CONTINUED TO THRIVE UNDER MR. DOLMAN'S COMMAND. AND THE METEOR SHOWERS BEGAN AGAIN...
STAGE ONE OF THE INVASION WAS COMPLETE. IT WAS JUNE, 1990...
AT THIS POINT IN OUR STORY, LET US INTRODUCE MR. MAX FISCHER, EMPLOYED BY INTERCHEM AS A SPECIAL RESEARCH OPERATIVE...
GALAXY CHEMICALS! THIS IS THE PLACE, ALRIGHT. AND THERE DON'T SEEM TO BE TOO MANY GUARDS ABOUT, EITHER...

THAT'S THE POLITE NAME FOR AN INDUSTRIAL SPY!
SO MUCH THE BETTER! THAT GIVES ME A CHANCE TO FIND OUT WHAT THIS SHADY OPERATION IS ALL ABOUT...

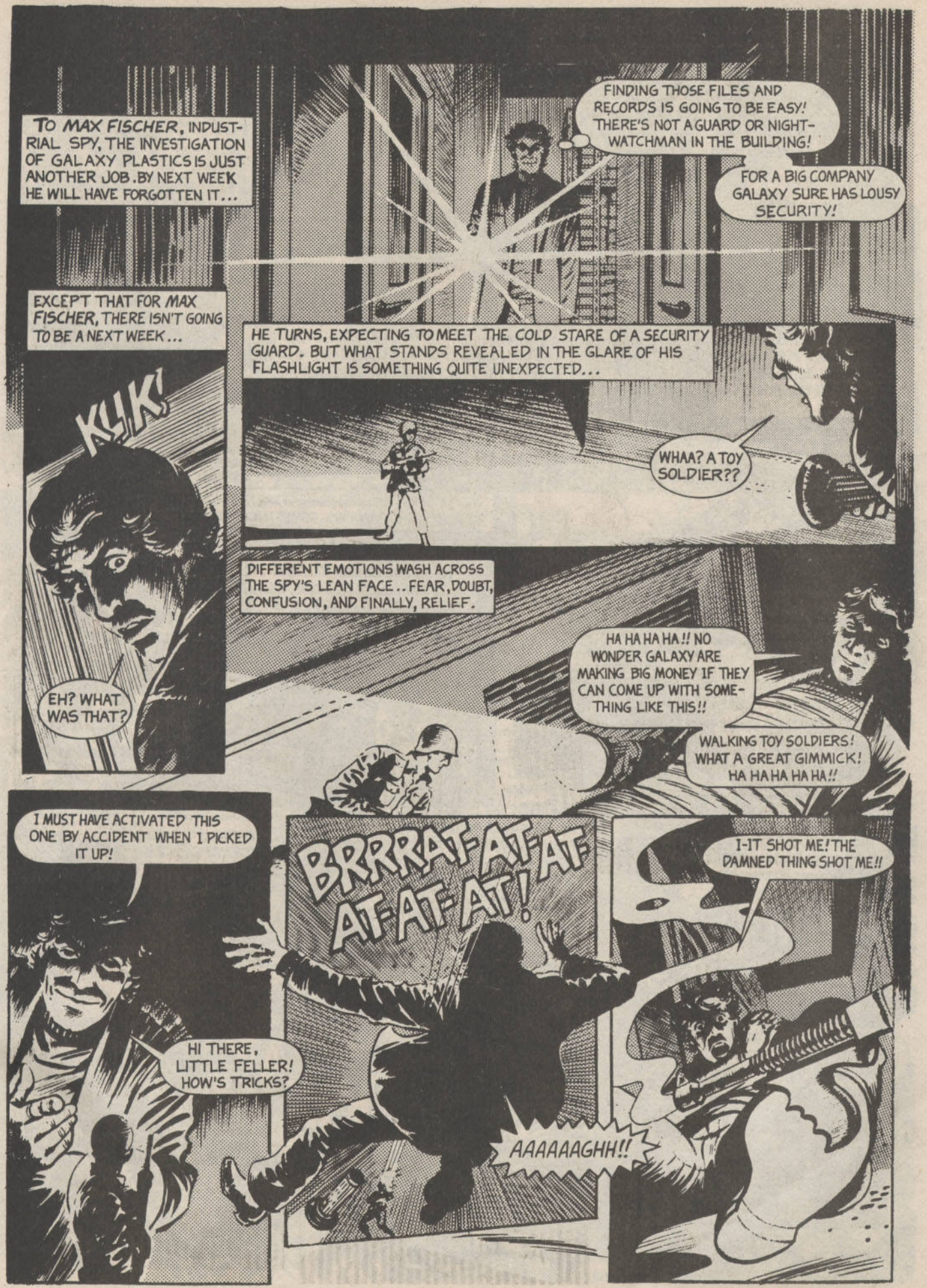
SINCE BLUNT'S SUICIDE, GALAXY'S PROFITS HAVE ROCKETED. BOON THEY'LL BE AS BIG AS INTERCHEM... MAYBE EVEN BIGGER!!
NO WONDER THE BOSS IS SO EAGER TO UNCOVER ALL THEIR SECRETS..


AND, ONCE INSIDE...
HMMM...THIS MUST BE THE WAREHOUSE SECTION. IT SEEMS TO BE FULL OF KIDS' TOYS. I SUPPOSE IT FIGURES..
AFTER ALL, OUR REPORTS SAY THAT TOYS ARE GALAXY PLASTIC'S MAIN PRODUCT...
ACTION SOLDIER
ACTION SOLDIER
SOLDIER


"ACTION SOLDIER." HMM. DOESN'T LOOK LIKE ANYTHING SPECIAL TO ME... THE EQUIPMENT IS A BIT MORE DETAILED AND SOPHISTICATED, BUT SO WHAT?
IF I WANT TO FIND ANYTHING INTERESTING ABOUT GALAXY PLASTICS, I'D BETTER LOCATE THEIR OFFICES... THEIR FILES AND RECORDS...

REPLACING THE TOY SOLDIER, FISCHER TURNS AWAY. IN 1990, SUCH TOYS ARE COMMON, EVEN OLD-FASHIONED. THEY DO NOT INTEREST HIM...
ACTION SOLDI

BUT THEN, MAX FISCHER HAS NEVER HEARD OF THE ALTONS!!
SOLDI


TO MAX FISCHER, INDUSTRIAL SPY, THE INVESTIGATION OF GALAXY PLASTICS IS JUST ANOTHER JOB. BY NEXT WEEK HE WILL HAVE FORGOTTEN IT...
FINDING THOSE FILES AND RECORDS IS GOING TO BE EASY! THERE'S NOT A GUARD OR NIGHT-WATCHMAN IN THE BUILDING!
FOR A BIG COMPANY GALAXY SURE HAS LOUSY SECURITY!
EXCEPT THAT FOR MAX FISCHER, THERE ISN'T GOING TO BE A NEXT WEEK...
HE TURNS, EXPECTING TO MEET THE COLD STARE OF A SECURITY GUARD. BUT WHAT STANDS REVEALED IN THE GLARE OF HIS FLASHLIGHT IS SOMETHING QUITE UNEXPECTED...
K!K!
WHAA? A TOY SOLDIER??
EH? WHAT WAS THAT?
DIFFERENT EMOTIONS WASH ACROSS THE SPY'S LEAN FACE.. FEAR, DOUBT, CONFUSION, AND FINALLY, RELIEF.
HA HA HA HA!! NO WONDER GALAXY ARE MAKING BIG MONEY IF THEY CAN COME UP WITH SOMETHING LIKE THIS!!
WALKING TOY SOLDIERS! WHAT A GREAT GIMMICK! HA HA HA HA HA!!
I MUST HAVE ACTIVATED THIS ONE BY ACCIDENT WHEN I PICKED IT UP!
BRRRAT-AT-AT-AT-AT-AT!
I-IT SHOT ME! THE DAMNED THING SHOT ME!!
HI THERE, LITTLE FELLER! HOW'S TRICKS?
AAAAAAGHH!!

THERE IS THE SOUND OF TINY RAT LIKE FOOTSTEPS AS MORE OF THE DEADLY TOYS STEP INTO VIEW. MAX FISCHER IS A BRAVE MAN.. BUT NOT THAT BRAVE!!
I GOTTA GET OUT OF HERE!!
HE FLEES DOWN ENDLESS CORRIDORS, HIS BREATH COMING IN SHORT, PAINFUL GASPS. BEHIND HIM, THE SOUND OF TINY FEET, MARCHING...
IT'S NO GOOD! I C-CAN'T RUN ANY-MORE!!
AUTHORISED PERSONNEL ONLY ABSOLUTELY NO ADMITTANCE
MAYBE I CAN BARRICADE MY-SELF INSIDE THIS ROOM.. GIVE MYSELF TIME TO THINK!
PICKING LOCKS IS PART OF MAX FISCHER'S JOB. WITHIN MOMENTS HE IS INSIDE, RE-LOCKING THE HEAVY STEEL DOOR...
THERE! THAT SHOULD HOLD 'EM! NOW... MAYBE I CAN FIND SOME OTHER WAY OUT OF THIS PLACE...
I SHOULDN'T COUNT ON THAT, IF I WERE YOU...
WHO?
THE SINISTER, SMILING FIGURE STEPS NOISELESSLY FORWARD. BEHIND, IN THE SHADOWS, SOMETHING STIRS...
YOU! I RECOGNIZE YOU FROM INTERCHEM'S FILES! YOUR DOLMAN.. THE HEAD OF GALAXY PLASTICS!!
THE INHUMAN SMILE BROADENS AS ONE HAND REACHES LANGUIDLY OUT TO TOUCH A LIGHT SWITCH...
YOU'RE QUITE CORRECT ABOUT MY NAME...
BUT I FEAR YOU HAVE BEEN MISINFORMED CONCERNING MY POSITION IN THE COMPANY.
AS HARSH LIGHT FLOODS THE ROOM, FISCHER GASPS. WITHIN IT'S MASSIVE TANK, THE BLOATED, REPULSIVE SHAPE PULSES AND SHUDDERS, SICKENINGLY...
YOU SEE, THIS IS THE HEAD OF GALAXY PLASTICS!!
GOOD LORD!

MAX FISCHER, INDUSTRIAL SPY, HAD ALWAYS THOUGHT A KILLING WAS SOMETHING ONE MADE ON THE STOCK MARKET...
GOOD GRIEF DOLMAN! THAT.. THAT THING IN THE TANK! WHAT IS IT?
THAT, MR. FISHER IS A SMALL PART OF THE NESTENE INTELLIGENCE...
THAT IS THE BRAINS BEHIND GALAXY PLASTICS INCORPORATED!
.. UNTIL HE DISCOVERED AUTONS!!
BUT NOW, LETS TALK ABOUT YOU, MR. FISHER.. AND HOW WE'RE GOING TO DISPOSE OF YOU.
KLIK!
Y-YOUR HAND! IT'S.. IT'S...
ARTIFICIAL? OF COURSE. ALL OF ME IS ARTIFICIAL. I'M AN 'AUTON CONSTRUCT,' A SHELL ANIMATED ONLY BY THE NESTENE INTELLIGENCE...
A DOLL, MR. FISCHER!
SLOWLY, FISCHER BACKS AWAY, COLD SWEAT BEADING HIS BROW...
THE INTELLIGENCE CAME TO EARTH AS A SHOWER OF METEORITES, HYPNOTICALLY ENSLAVING THE FIRST HUMAN TO DISCOVER THEM...
IN THIS CASE, A LUCKLESS PLUMBER NAMED WINSTON BLUNT...
GROPING BEHIND HIM, FISCHER'S TREMBLING FINGERS TOUCH SOMETHING COLD, METALLIC...
A SPANNER!
FIRST WE MADE HIM SELL A MINOR SECRET OF OUR ADVANCED TECHNOLOGY TO INTERCHEM...
MY TASK WAS TO CREATE MORE RECEPTACLES FOR THE NESTENE ENERGY. THE TOYLIKE KILLER AUTONS.. THE TANK TO HOUSE THE MAIN INTELLIGENCE...
BLUNT WAS NO LONGER NECESSARY, AND SO WE MADE HIM SHOOT HIMSELF. WE KILLED HIM, MR. FISCHER, THE WAY WE'RE GOING TO KILL YOU!!
BUT MAX FISCHER IS NOT READY TO DIE.. NOT YET!
WITH THE MONEY HE RECEIVED HE FOUNDED GALAXY PLASTICS AND BUILT THE FIRST AUTON. BUILT ME, MR. FISCHER!
KRK RUNNCH!!
GHHAAAA!!

IT'S DEAD!! NOW I'VE GOT TA FIND A WAY OUT OF THIS HORRORSHOW!
AHH.. THAT WINDOW!
BUT BEFORE THE SPY CAN KICK THROUGH THE GLASS TO SAFETY..
TUT TUT, MR. FISCHER! SURELY YOU DIDN'T EXPECT TO STOP THE AUTON INVASION WITH A MERE SPANNER!!
OH NO...
WE AUTONS ARE RATHER DIFFICULT TO KILL, MR. FISCHER...
ZEEEEEEE
UNLIKE HUMANS!!
HE MISSED.. BUT THAT BLAST! IT'S HIT THE TANK!!
SKRAASHH!
CURSE YOU! WHAT HAVE YOU DONE? IF THAT FLUID REACHES THE POWER CABLES IN THE COMPUTERS THEY'LL SHORT CIRCUIT!!
THERE'LL BE AN...
EXPLOSION!!
I'M SAFE.. BUT THAT EXPLOSION! IT'S STARTED A FIRE! SOON THE WHOLE FACTORY WILL BE BLAZING!!
I'VE GOT TO FIND MY CAR AND GET OUT OF HERE!!
WHOOM!
FISCHER RUNS INTO THE DARK. HE DOESN'T SEE THE BLAZING FIGURE STUMBLE OUT OF THE INFERNO BEHIND HIM.. DOESN'T HEAR THE SLURRED, SNARLING VOICE...
RUN, FISCHER, RUN!! BUT BE CERTAIN OF ONE THING...
IT'S...NOT...OVER...YET!!!

MAX FISCHER RACES DESPERATELY ACROSS THE GROUNDS OF GALAXY PLASTICS AS BEHIND HIM THE AUTONS' DREAMS OF INVASION AND CONQUEST GO UP IN SMOKE...
I DID IT! DOLMAN MUST HAVE PERISHED IN THE EXPLOSION!
NOW THERE'S NOTHING TO STOP ME FINDING MY CAR AND HIGH-TAILING IT!
NOTHING, MR. FISCHER?
THE TOYS... THE KILLER AUTONS! I'D FORGOTTEN ABOUT THEM! THE GROUNDS MUST BE SWARMING WITH THE THINGS!
CAN'T LET THEM STOP ME! GOT TO KEEP GOING..GOT TO REACH THE CAR...
AND, AT LAST...
THERE IT IS! THANK GOD!
BUT THOSE LITTLE MONSTERS ARE RIGHT BEHIND ME! I'VE GOT TO MOVE IT!
FRANTICALLY, THE INDUSTRIAL SPY THROWS HIMSELF BEHIND THE WHEEL AND SAVAGELY TWISTS THE IGNITION. HE'S LUCKY. IT STARTS FIRST TIME...
THEY'RE CLIMBING ALL OVER THE CAR! GOT TO ACCELERATE ..FAST!
WROOOOOM!
IT'S WORKING.. THEY'RE FALLING OFF!
THANK HEAVEN NONE OF THE LITTLE DEVILS MANAGED TO GET...
INSIDE...

HE TWISTS THE WHEEL VIOLENTLY, AS THE TINY SNIPER'S SHOT RIPS THROUGH THE CAR'S ROOF. THE VEHICLE SKIDS, AND...
SQUEEEEKRASH!
I'VE WON! THE SOLDIER MUST HAVE BEEN CRUSHED IN THE CAR, BUT NOT ME!
I'M STARTING TO THINK I MUST BE INDESTRUCTIBLE!!
INDESTRUCTIBLE, MR. FISCHER?
WHAT THE...NO! OH NO!
JULY, 1990: TO THE RELIEF OF IT'S COMPETITORS, GALAXY PLASTICS HAS BEEN TOTALLY DESTROYED, BY FIRE. NO TRACE IS EVER FOUND OF MR. DOLMAN...
BUT WHAT, YOU ASK, OF MAX FISCHER?
YOU DON'T KNOW THE MEANING OF THE WORD!
IN AUGUST, 1990, SOMEONE CALLED MAX FISCHER TURNS UP IN EASTHAMPTON WITH A LARGE SUM OF MONEY. HE INVESTS IT IN A PLASTICS FACTORY...
Stellar PLASTICS
ON CERTAIN NIGHTS HE VISITS A SHALLOW GRAVE HIDDEN IN THE FACTORY GROUNDS...THE GRAVE OF MAX FISCHER. THE REAL MAX FISCHER.
EEEEY--AAAARGH!!
AND IF HE FEELS IN A HUMEROUS MOOD, HE LEAVES SOME FLOWERS BY THE GRAVESIDE...
PLASTIC FLOWERS, NATURALLY..
THE END.

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